2nd Rank & File

Horse & Musket Rules 1700 -1900

CRUSADER

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I have decided to make the PDF version of 2R&F free to download for anyone that wants it. Printed copies will be available for sale as I obviously can't just give those away!

Please note that by giving away 2nd R&F as a PDF this does not give anyone permission to print and sell copies of these rules. An awful lot of effort has gone into 2 R&F and while I'm happy to give them away I do draw the line at others taking advantage and profiting from the time that myself and the playtesters have put into them.

Second Rank & File

Horse & Musket Rules 1700 - 1900

1. Introduction

1.1 First Rank & File

The Rank & File rules have been designed so that a fairly large game can be set up and played to a conclusion within an evening. They are ideal for club games where any number of players can bring along their figure collections and join in – the rules are simple enough to explain in a few minutes and one game is all it takes to grasp the core mechanics.

The main rules cover a large period of history and many conflicts, the core rules apply to all of these periods but there are also period specific rules sections that give more detail according to the wars and campaigns that you are fighting. You'll find that there is a great deal of flexibility within the core game mechanics and you should tailor the details of the period specific rules to suit any particular era.

These are fast play rules but that doesn't mean that they use simplistic game mechanics that bear no relation to the battles and periods they are representing. You'll find different troop quality and weapons are important but so is a decent plan and proper use of your commanders. Charging headlong at a solid line of infantry and artillery is a sure way to lose good troops – just because the rules are simple doesn't mean to say it has to be a simple game.

No set of rules can hope to cover every eventuality and still be playable. If you have a situation that is not covered then take the Umpires decision, take a vote, roll a die but always choose what is reasonable and realistic as opposed to just what gives you an advantage in the game.

Finally I'd like to take the opportunity to thank all the members of the Stafford Wargames Club for their invaluable help in designing and testing these rules, especially considering the numerous versions and last minute changes I put them through!

Mark Sims

Stone 2009

1.2 Second Rank & File

After many, many games of R&F I decided it was about time I put all of the house rules, changes and additions down on paper and in one place.

Since writing the first version the rules have changed in various ways, I would say for the better (obviously!). Some of this comes from simply finding a better way to do things, others from suggestions of players that have taken part or just the experience with different figures, scales and periods that we have used.

The main change to the rules is that there is no longer any stand removal - not only does this help with keeping track of units but it also gives more flexibility with regard to figure basing and scale. So long as you know how many 'notional' bases and Break Points a unit has the actual basing can vary between armies and battles.

The turn order and majority of the combat rules remain the same though they have all been made more user friendly by not having stand removal. I am also a big fan of 'What You See Is What You Get' therefore most of the rules have been written in such a way that you don't have to remember what a unit may have done earlier in the turn or even last turn - you can look at the situation in front of you and immediately see the factors that affect any given situation.

Rather than the period specific rules from version 1 units are now given individual traits that impart benefits or penalties. This allows much greater flexibility when designing army lists for the various periods and battles that the rules are designed to cover.

The new command and control rules mean that players are encouraged to maintain historical formations if they want their troops to be able to fight effectively.

Finally (again!) I would like to thank everyone that has made suggestions, tested rules, organised games, suffered though seemingly endless playtests or even just turned up to play Rank & File.

I like this version better, hopefully you do too.

Mark Sims

Stone 2025

Designers Notes in boxes like this are added throughout the book. These explain why a certain rule has been included, omitted or what that rule is representing. This information can hopefully be useful when players want to add or alter rules to suit specific battles or periods.

2. Troop & Unit Types

2.1 Figures & Units

Units are made up of multiple stands of figures, the scale, number of figures per stand and base size are not hugely important as Rank & File uses stands as the basic building block of units.

Throughout the rules you will see that almost all the examples use 40mm square bases for infantry stands, 50mm square bases for cavalry stands and approximately 60mm by 80mm stands for artillery.

Generals are mounted singly for brigade level commanders and with 2 or more figures for higher level commanders.

Each unit will be one of three sizes, small, medium or large. The number of stands for infantry or cavalry units is 4 for small, 6 for medium and 8 for large. Artillery units have 1, 2 or 3 stands respectively.

The unit size is important for the number of break points that the unit has, how many melee dice it fights with, the number of firing dice it can use etc.

Throughout the rules I am only going to deal with 'official' base & unit sizes. Players are obviously free to use different numbers of stands depending on base sizes. Alternatively the number of figures in the unit can be used as the basis for small, medium or large. This decision is going to be based on personal preference as well as the figure scale and basing that players have available. I'm sure you lot can work it out without me.

2.2 Leader Basing

If there is a major difference between the basing of leaders, particularly between you and your opponent, then all leader movement, attachment range and command radii can be measured from the centre of the base as opposed to the closest point.

2.3 Scale

The rules cover a large period of history as well as catering for many figure scales and basing systems. The figure and ground scale are approximate and players can vary these for larger or smaller battles without having to make rule adjustments.

Each stand of infantry is approximately 100 men while each of cavalry is roughly 75. An artillery stand represents 3 to 4 guns. Stands are grouped together into fixed units sizes for small, medium and large units based on the overall strength of the unit.

Each turn represents 10 to 15 minutes of real time giving between 4 and 6 turns to an hour.

Ground scale is approximately 25 yards to 1" making 72" (6 feet) to a mile for 28mm figures or 35 yards to 1" making 48" (4 feet) to a mile for 15mm figures.

There are 2 sets of measurements given in 2R&F, one for '28mm' figures and one for '15mm' figures. The first number is for use with 28mm figures, the second (in brackets) is used for 15mm or smaller figures. Obviously players are free to use whichever scale suits them, the size of the battle and the table space that is available.

2.4 Foot Units

Infantry can be designated as Regular Heavy or Light Infantry or Irregular Foot. Their type determines any special traits that they may have and sometimes the formations that they can deploy into.

Within these three categories each unit can also have additional traits and abilities (chapter 21) that will determine what actions it can carry out or how well it will do them.

2.5 Regular Heavy Infantry (HI)

Regular foot units are trained to manoeuvre and fight as a formation by ranks, files, and companies. The level of training and ability varies widely but these units are all classed as Regulars.

2.6 Regular Light Infantry (LI)

As with heavy units they are trained to fight in ranks and files but also in open order and will suffer fewer movement penalties in bad going terrain.

2.7 Irregular Foot (IF)

Irregular units would represent tribal, clan or mob units. They have less clearly defined formations and, depending on their type and training, may be restricted to certain formations on the battlefield. They generally count as Light infantry for movement and terrain purposes.

2.8 Mounted Units

Mounted units can either be light (LC), medium (MC) or heavy cavalry (HC). Heavier cavalry will gain a weight advantage modifier in melee (16.7).

Cavalry can also have traits (chapter 21) such as lancers and these traits add melee modifiers to cavalry under certain circumstances.

2.9 Dragoons & Mounted Infantry (DR)

Other than being able to mount and dismount these units follow the usual rules for their type. They are classed as mounted while on horseback and as foot when they dismount.

A proportion of the unit is deemed to be horse holders when dismounted and this is represented by modifiers to fire rather than using specific horse holder stands (21.12).

2.10 Irregular Cavalry (IC)

Some cavalry units were ineffectual in set piece battles, either because they were not trained for massed charges and formed manoeuvre, or simply because this was not how they fought most effectively.

Irregular cavalry follow the same basic rules as for other mounted units with the exception that they can often be allowed to form as mounted skirmishers (20.1), can fire while mounted (21.20) and may be able to evade enemy cavalry charges (15.8). They are also likely to be Non Shock Cavalry NSC (21.21).

Any or all of these abilities can be added as unit traits and are not automatically given to all irregular cavalry.

2.11 Artillery Units

Artillery units are classed as foot, horse or siege artillery. Within these classifications they can be light, medium or heavy as well as being armed with various types of guns. Artillery can also have specific traits and abilities in the same manner as infantry or cavalry.

Artillery stands are grouped together to form batteries and they follow the same basic rules and restrictions as any other unit. They will fire with 1D6 per stand, melee with 1D6 per stand, take morale tests at 1/3 break point losses and so on.

2.12 Foot Artillery (FA)

The crew are predominantly on foot, this restricts the speed that the artillery unit can move. They can be light, medium or heavy.

2.13 Horse Artillery (HA)

The crew are mounted allowing them to move around the battlefield more quickly. They have more mobility (21.8) than foot artillery.

2.14 Siege Artillery (SA)

Position batteries that cannot move at all during the battle, they might have the option to change their facing but in some cases they might also have fixed fire arcs

2.15 Exceptional Units

Some units are exceptional, such as elephants, camels, Mitrailleuse etc. These units will have specific traits and can have certain unique rules that apply. See traits chapter 21.

2.16 Unit Traits & Abilities

The unit type is only a starting point for representing what it can do on the battlefield. Foot, mounted and artillery units of all types can have a variety of traits that give them certain abilities or restrictions.

These abilities are dealt with more fully in the Traits & Abilities chapter 21.

2nd R&F are designed to cover lots of armies and nationalities in a large period of time. The basic troop types can be granted traits that modify the core rules to more accurately reflect a units abilities and how they were employed on the battlefield.

2.17 Converged Units

Some units can be created by splitting stands from others and combining them into new units. This is dealt with in chapter 23.

2.18 Generals

Each formation of troops will have a leader represented by a command stand and higher echelons of command will each have their own command stand.

2.19 Unit Sizes

The actual historical number of troops present determines what size a unit is fielded as on the tabletop. The size of the unit determines how many stands it has and so how many dice it will roll when it shoots, engages in melee, how many break points it has etc.

The following table gives the unit strengths for infantry, cavalry and artillery. The number in brackets next to the size is the number of stands in that unit.

Unit Size Table (2.19)			
Type	Small (4)	Medium (6)	Large (8)
Infantry	<= 450	451 - 899	>= 900
Cavalry	<= 300	301 - 599	>= 600
	Small (1)	Medium (2)	Large (3)
Artillery	<= 5	6 - 9	>= 10

Some historical orders of battle have units that are very under strength or only partially present and if this is the case they can be combined to make a small or medium unit.

For example a French Napoleonic artillery battery of 8 guns would be a medium unit and represented by 2 artillery stands. A 650 strong regiment of cavalry would be fielded as a large 8 stand unit. A 700 man strong infantry battalion would be fielded as a medium unit of 6 infantry stands.

Depending on the period, nationality or campaign it may make sense to increase or decrease the number of troops required for the unit sizes. If the average infantry unit only has 400 men then making small units 300 or less and large units 600 or more would be a reasonable alternative.

2.20 Unit Statistics

The combination of different morale classes, unit sizes, formations, weapons and period specific abilities allows for a large variety of units to be fielded on the tabletop.

It will be up to players to decide which troops deserve A to E troop quality and a little research on the period will give you numbers, organisation and armament.

In large battles it may help to label your units with their statistics and it simply needs to show its morale class A to E and the weapon that it is armed with (if need be).

2.21 Troop Quality

All troops will be represented by one of five classes of quality ranging from A (best) to E (worst). This quality will determine the units base morale number and its firing and melee bonuses or penalties.

Troop Quality Table (2.20)			
Class	Morale	Firing	Melee
A	5+	+1	+2
B	6+	-	+1
C	7+	-	-
D	8+	-	-1
E	9+	-1	-2

This starting troop quality is a units most important factor and effects everything it does throughout the battle. A and E class units should be reserved for especially good or bad troops while the majority will fit into the B to D classes.

Reading about pretty much any war, campaign or battle shows the huge importance of troop training, morale and 'quality'. All else being equal an E class unit will have little or no chance against an A class unit. The A to E troop quality table is designed to reflect the historical differences between units, not to give everyone 'a fighting chance'.

2.22 Break Points

The number of stands in the unit will determine the amount of Break Points (BP) it can take before routing. Each unit has Break Points (BP) equal to treble its number of stands.

BP do not specifically represent physical losses of troops but more the willingness of a unit to stay in the fight as it suffers damage. When a unit has lost its last BP it does not mean they have fought to the last man, simply that the unit has come to the point where it is no longer an effective combat unit and the troops are routing.

2.23 Weapons

An entire foot or cavalry unit will generally be armed in the same way with the same weapons. You may arm different stands with different weapons within the same unit if they did so historically.

Stands within artillery batteries can be armed differently to each other and the order of battle will indicate the type and number of stands that make up the unit.

It is upto the players to decide how they keep track of units that have more than one weapon type.

For example a 12 gun battery with eight 6pdr smoothbores and two 18lb howitzers could be represented by 2 stands of muzzle loading medium smoothbore artillery and 1 stand of light howitzer. To differentiate between the pieces the player would either have to ensure they have the correct models or mark one of the stands as the howitzer.

2.24 Unit Front, Flank & Rear

Each unit has a front, flanks and rear and these are indicated in the diagram below.
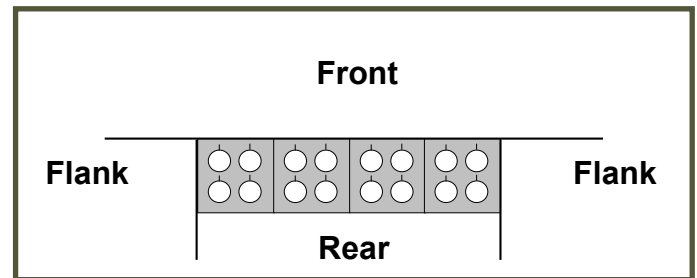
2.25 Charge Zone

The charge zone of a unit is used to determine which enemy units can be declared as valid charge targets. When charge movement is made the unit may use a wheel of upto 45 degrees at the start of its charge to face towards their target.
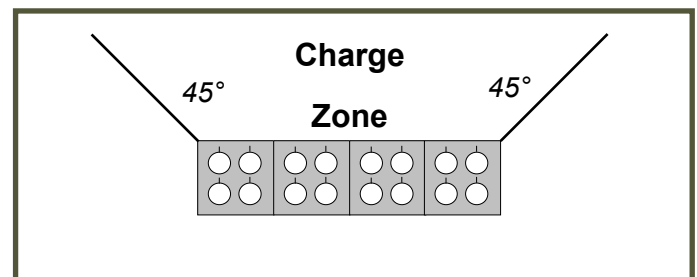
2.26 Danger Zone

The area in front of a stand where a friendly stand will block its fire. This area is 3" directly in front of the firing stand (14.3).

Each stand within the unit checks its 3" friendly fire zone individually by extending along the stands flank lines.
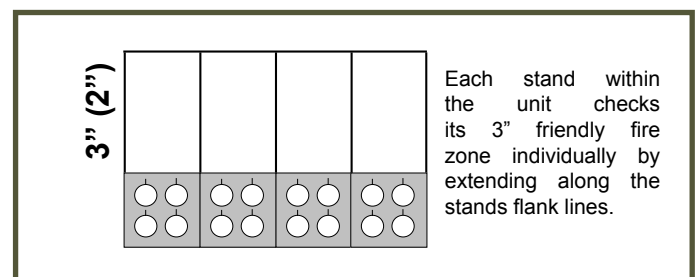
3. Unit Formations

3.1 Formations

Each unit on the table must be in a specific formation, their troop type will determine which formations are available to them. Certain traits may grant additional formations that units can use.

3.2 Line

All of the stands in the unit are side by side in a straight line one stand deep. The line can bend to accommodate terrain features or to refuse a flank (3.11). The stands must remain in a line with all stands in contact, even if only by a corner.

3.3 Attack Column

The stands that make up the unit must be at least as deep as they are wide with each rank having the same number of stands when possible.

For example a six stand unit would be 2 wide by 3 deep, a 4 stand unit would be 2 wide by 2 deep and an 8 stand unit would be 2 wide by 4 deep.

3.4 March & Company Column

The unit is one stand wide and as many deep as required. The frontmost stand determines its facing with the remaining stands placed behind in a continuous column.

March columns may 'bend' along their length to follow the path that they have travelled or when moving units along a road. All stands must remain in contact, even if only by a corner.

This formation can represent march columns for road movement or single and half company wide columns for manoeuvre on the battlefield. 'March Column' is simply the easiest description for this formation. While they can still fire or charge into combat units in march column will suffer badly in melee.

3.5 Square

All of the stands of the unit form a square with as even a number of stands as possible on each face. A square has no movement allowance at all and will be limited in the targets that it can fire at and the number of stands that fire.

3.6 Mass & Double Line

The formation is 2 stands deep with half the stands in each rank. This formation is allowed for all irregular foot and for all mounted units, other troops will need to have period or scenario specific rules in place to be able to form up in double line.

For game purposes mass and double line are treated in the same way. Mass could represent a group of irregular troops in a deep formation or, when used as a double line, it could be multiple squadrons of cavalry deployed in successive lines.

Mass and double line move at column speed.

3.a Formations Example
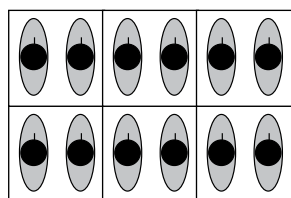
▲ *Cavalry Double Line*
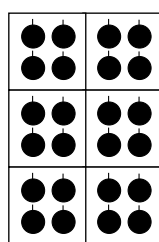
▲ *Attack Column*
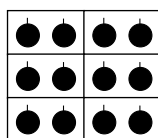
▲ *Attack Column with 1 figure deep stands.*
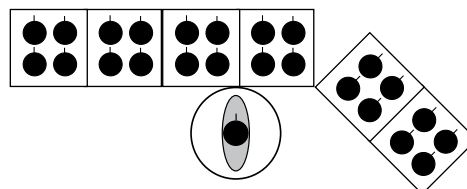
▲ *Refused Flank with attached Leader*
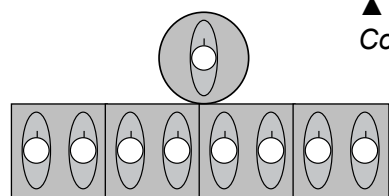
▲ *Line with attached Leader*
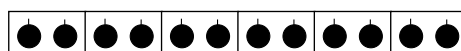
▲ *6 stand line with 1 figure deep stands.*
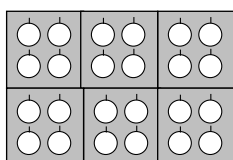
▲ *Double Line or Mass*
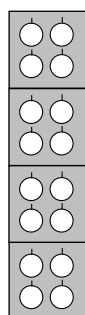
▲ *March-Column*
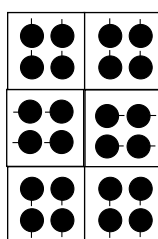
▲ *Square*
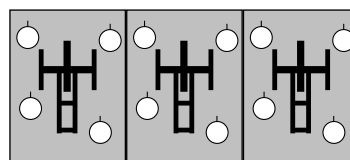
▲ *Deployed Artillery*
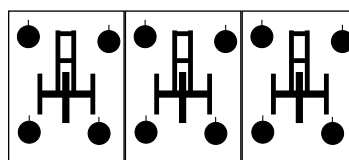
▲ *Limbered Artillery*
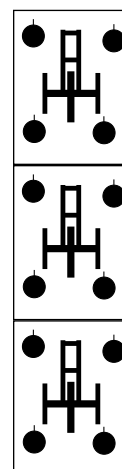
▲ *Limbered Artillery in March Column*

3.7 Skirmish Order

Skirmish order allows complete units to be deployed into a more open formation. These stands will take up more space than when formed and have different restrictions to formed units on how they may be deployed and moved (20.1).

Skirmishers are represented either by the stands of a unit being spaced out two to three times the width of the formed stand. Alternatively they can be shown by using replacement skirmish stands or sabot bases. In either case a unit fully deployed into skirmish order can take up a lot of space.

Skirmish stands can be deployed in line or double line. The latter represents a skirmish line supported by replacements, supports or simply a deeper 'cloud' sacrificing firepower for depth and a reduced frontage.

3.8 Artillery

Artillery units are grouped into batteries of multiple artillery stands. The unit has a set of statistics, morale class, weapon type etc as do infantry or cavalry and is treated as a unit in all ways.

They follow the standard morale and combat rules, the unit has a number of BP equal to treble its number of stands. The unit will start to take morale tests when at 1/3 BP losses, fights with a basic starting 1D6 per stand in melee, fires with 1D6 per stand and so on.

3.9 Limbered

The artillery are ready to move and cannot fire. While limbered the artillery can be in a march column formation, one gun behind the other or they can be in line with the stands side by side.

Limbered artillery are allowed to move in any direction but the actual distance is measured from the centre front of the unit. Even though they can move in any direction they must still face the direction they are moving and no individual stand may move further than the movement allowance of the unit.

3.10 Unlimbered

The artillery are deployed and ready to fire. The only formation that they can deploy into is a line with the stands side by side facing the same direction. It is possible to refuse the flanks of artillery in the same manner as for some infantry units (3.11).

The battery will deploy on the centre front of the unit as with any other formation change but, unlike normal formation changes, the facing is upto the player. The battery does not have to deploy facing the direction that the limbered artillery was facing (12.20).

Unlimbered artillery may change their facing on the spot and in some cases they are allowed to manhandle, allowing them to move a short distance without limbering first.

3.11 Refused Flanks

A unit in line (not double line) does not have to maintain a single, straight line and may refuse one or both flanks. A unit refuses one or both flanks by making a formation change that uses half of its movement allowance following the same rules as any other formation change. The 'refusing' stands are positioned in their new facing while maintaining contact with the main body of the unit as per the diagram in example 3.a.

The unit must always have more stands in the main body than it has refused stands and this main body indicates the facing of the unit. This will mean that small or medium artillery units with 1 or 2 stands cannot refuse a flank.

To come out of a refused flank formation the unit makes a half move formation change with the main body remaining in place and the refused flank stands lining up with it.

For example a unit of 6 stands can refuse one or two stands but never more than this, these stands could both be on one flank or a single stand on each flank. The main body of 4 stands maintains its position while the refused stands are repositioned. When the unit comes to reform into a straight line the refusing stands will conform so that they are back in line with the 4 stand main body.

3.12 Formations & Basing

The formations that units maintain are created by the positioning of its stands, the number of figures on those stands, their size or depth is not a factor.

Example 3.a shows a 6 stand unit in attack column, on the left each stand has 4 figures, 2 wide by 2 deep. On the right the same unit has only 2 figures per stand but the column is still 2 stands wide by 3 stands deep.

There are a lot of different basing conventions that players have used over the years. This can change by period, nationality or even just by troop type. With this in mind players may have to 'fit' their basing system into the rules given here.

So long as players can differentiate between small, medium and large units and show the relevant formations they shouldn't go too far wrong. The important thing is that all players know what your units are representing and with 'Non 2R&F' basing it is worth taking a few minutes at the start of a battle to make sure players know what is what.

4. Army Organisation

4.1 Tabletop Command

The force that you have on the tabletop can be anything from a few battalions to multiple Divisions depending on the size of game you have put on.

During the period that these rules cover there are various formation organisations that can be represented. For the sake of simplicity these rules use the term 'Brigade' to refer to a group of units under the same commander.

The sample Division (reduced to save space) shown in 4.a has two infantry brigades and an artillery brigade - unless the player decides to attach the artillery to the infantry. This is obviously not an artillery brigade but is a convenient description for explaining game mechanics.

4.2 Commander in Chief

This can be a Division, Corps, Wing or Army general - whatever their rank they are the leader that is in overall command of the army. The CinC will use their command rating as a modifier for initiative tests.

4.3 Chain of Command

There will almost certainly be multiple levels of command in your army. If the battle is based around a division you may just have a division commander as the CinC and then a few brigade commanders subordinate to them. On the other hand if there is a corps on table the corps commander can have multiple subordinate divisions and then those divisions in turn will have brigade commanders subordinate to them.

A commander is subordinate to all leaders that are higher up their chain of command. A commander is not subordinate to another just because they have a higher rank, they must be in the same chain of command.

For example a corps has 2 divisions, the 1st and 2nd Divisions, and each has 2 brigades. The commander of the 1st brigade of the 1st division is subordinate to just their 1st division commander and the corps commander but not to the commander of the 2nd division.

4.4 Subordinate Units

Each unit in the army will be subordinate to at least one commander and a unit is subordinate to all leaders that are higher up its chain of command.

4.5 Order of Battle

The order of battle (OB) is a list of the formations and units that make up the army showing the leaders, units, class and abilities.

Leader information shows their name, formation and their command rating. For units the number of stands (STD), its morale class (A to E), the units starting morale value, its firing and melee modifiers and finally its weapons and traits.

4.6 Brigade Formations

Every unit in the army must belong to a brigade formation, even if they are the only unit in that brigade. There is no upper limit for the number of units in a brigade. As already mentioned the term 'brigade' is used for the sake of convenience.

4.7 Attached Units

At the start of a battle a player may attach higher level assets to individual brigades. This is often used to attach divisional level artillery batteries to brigades rather than having them as separate formations.

The player simply states that the unit has been cross attached and to which brigade. This will increase the size of that brigade and may change its morale class as well (25.2). From that point onwards the unit is now part of its new brigade, it may not change brigades again this battle.

4.8 Adjutants & ADC's

A brigade that has no commander listed in the OB must still have a figure on table for their brigade commander. In these cases it is assumed a Junior leader, Adjutant or ADC takes control.

This will always be a +0 leader and is dealt with more fully in the command and control chapter section 25.11.

4.a Order of Battle Example

		3rd Division: Alten +2	Class	Stands	Morale	Fire	Melee	Notes
		KGL Horse artillery	B	2	6+	+1	-	MSB Horse Artillery
		Lloyd's Battery RA	B	2	6+	+1	-	MSB Foot Artillery
	5th Brigade: Halkett +1							
		2/30th Foot	C	6	7+	+1	-	SBM, 2 Rank
		33rd Foot	C	6	7+	+1	-	SBM, 2 Rank
		2/69th Foot	C	6	7+	+1	-	SBM, 2 Rank
	1st Hannoverian Brigade: Kielmansegge +1							
		Bremen Field Btn	C	6	7+	-	-	SBM, 2 Rank
		Osnabruck Light Btn	C	6	7+	+1	-	SBM, 2 Rank, Light, Skirmish
		Grabenhage Light Btn	B	6	6+	+1	+1	SBM, 2 Rank, Light, Skirmish

5.1 Information Markers

A selection of markers are required to keep track of losses and some specific unit states such as disordered. These are all pretty standard but there is a counter sheet available to download from the Crusader Publishing web site.

The 2R&F rules avoid bookkeeping and having to record too much information about units and their status. Instead where possible they try to use the 'What You See Is What You Get' system. As such there is very little that you need to keep track of from previous turns or phases.

However, some things are always going to need to be recorded and players can use these markers or make up their own system. How you do this will depend on how familiar players are with the rules and how many units they have to keep track of.

5.2 Hit Markers

Hit markers from 1 to 10. I probably don't need to explain what these are or how to use them.

1 **3** **8** **10**
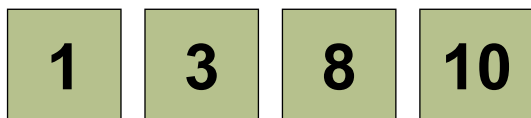
5.3 Status Markers

Morale test markers are used to show a unit that has to take a test later on in the turn. Tests are caused by BP losses during the firing phase so simply place a marker by a unit as soon as it requires one.

Halt markers show a unit that has carried out a reaction of some type during the charge phase or has just rallied from retreating during the rally phase. In either case this means that the unit will not be able to move during the upcoming movement phase.

A Charge marker is used when you need to remember that a unit charged or counter charged in combat for breakthrough or melee modifier purposes. It can also be placed next to a unit that charged but did not contact a target as a reminder that it cannot move again during the upcoming movement phase.

A unit can be in one of three morale states, good order, retreating or routing. There is no marker required for good order and a routing unit is dispersed and removed after its rout movement so only retreating units are marked.

Units that are disordered are marked with a Disorder marker. There is no cumulative disorder so a unit will either be marked as disordered or not.

Units that have lost 1/3 or 2/3 of their starting number of BP can be determined by players simply comparing the number of stands the unit has and the amount of BP it has lost so no additional markers are required.

Ret **Dis** **Mrl** **Halt** **Chg**

Some of these markers will be used all the time, others are included for the sake of completeness. In the playtest games we simply placed a die next to a unit that needed a morale test, remembered who had charged, rallied etc. Use whatever marker system you like, just remember that there is no hidden information so be fair to your opponent and make sure they know what is what.

5.4 Range & Angle Template

Not required but very handy to have. The template has 1", 2" and 3" lengths to its sides and a 45 degree wheel/fire arc and a 22.5 degree incline/fire arc.
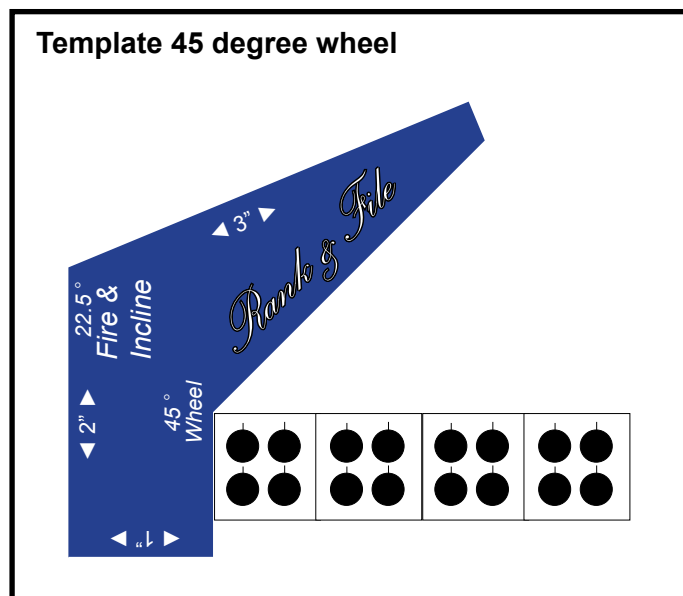
Counters and templates are available to download from the Crusader Publishing web site at www.crusaderpublishing.com.

6. Turn Order

6.1 Turn Sequence

Each game turn represents approximately 10-15 minutes of time. The turn order table below will let you know who does what and when. You will find that some of the phases are in slightly unexpected places but the reasons for this will become clear as you read the rules and play your first games.

Some parts of the turn are carried out simultaneously and others are carried out in sequence with one side doing all of their actions and then the other side taking their turn. Each phase should be completed in its entirety before moving onto the next.

Turn Sequence (6.1)	
Attach	Both sides attach / detach commanders
Initiative	Winner chooses to be 1st or 2nd side
Command	Brigade command activation rolls
Charge	Declare charges, reactions, movement
Rally	Rally tests for retreating units
Movement	1st side movement then 2nd side
Firing	Both sides simultaneous
Morale	Test, make compulsory movement
Melee	Calculate each in full before the next
End Turn	Arrivals, army morale, time

6.2 Leader Attachment

This is when leaders can be attached to and detached from units and other leaders. A leader can detach from one unit and attach to another during the same phase.

6.3 Initiative Phase

Both sides roll D6 and add the command ability of their CinC if eligible and the higher scoring side has option to be the first side or the second side this turn.

This choice remains in effect throughout the rest of the turn and determines who moves first as well as deciding which side makes compulsory moves first and who decides the order of melee combats.

If there are ever any timing conflicts in the rules then the first side will carry out their actions before the second side, regardless of who actually won the initiative roll.

6.4 Command Phase

The first side rolls for all of its brigade command activation rolls (25.1) and applies the effects immediately. Then the second side will roll brigade command activation rolls for all of their brigades and immediately apply the effects.

Each brigade must make a roll and the results apply to all of the units within that brigade.

6.5 Charge Phase

The players declare all of their units that they would like to charge with and indicate the targets. Units that have an unobstructed path to a valid target within range and arc can charge.

The targets of the charge will declare reactions and if appropriate any evade or reaction movement is made before the charger moves.

Infantry that are charged by cavalry can attempt to form square. Limbered artillery, skirmishers or units that can evade can declare this as their reaction, in some cases they may have no choice but to evade.

Once evaders have moved and squares formed the charging troops are moved into contact with their targets. Where multiple charging units are moving the movement is pro-rated. Where the target is not contacted the charging unit has other options (15.10).

6.6 Rally Phase

Troops that have charged, are the target of a charge, have tried to form square (successfully or not) or have evaded cannot attempt to rally during this phase.

Units can never recover lost break points (BP) during a battle, the rally phase allows eligible retreating units to stop retreating and recover back to good morale.

Retreating units that pass a rally test recover to good morale and can about face on the spot. The unit is marked with a 'Halt' marker to indicate that it has restrictions to movement during the upcoming movement phase. The unit will keep its disorder marker until removed in the usual way (8.14).

If a retreating unit fails to rally then it will disperse and rout from the field. The unit first makes a compulsory move, possibly disordering friendly units it passes through, and is then removed from the battlefield.

6.7 Movement Phase

The first side may now move all of their eligible units. Those that are retreating, have charged, made a charge reaction, been pinned by a charge or have a 'Halt' marker for any reason are not allowed to move in the movement phase. Nor are Skirmishers that have fallen back in front of enemy movement

Once the first side has moved all of their eligible units the second side does the same.

6.8 Firing Phase

Everybody's favourite phase. Both sides fire simultaneously so casualties are not applied until the end of the fire phase.

At the end of the firing phase any unit that has lost all of its break points (BP) routs, possibly disordering friendly units, before dispersing and being removed.

6.9 Morale Phase

Any units that has lost BP equal to or greater than its number of stands this turn (1/3 losses) and any unit that is already at 1/3 losses and has suffered another casualty this turn must take a morale test.

Results are applied to the unit immediately and the unit retreats or routs its compulsory movement distance, possibly disordering friendly units it passes through.

Units that are charging an enemy and have suffered some loss to defensive fire but not enough to need a morale test may need to take a charge test (15.15).

6.10 Melee Phase

The first side decides the order in which melees are fought. A melee is chosen and fought through to its completion before the player chooses the next one to fight. This continues until all melee's are over.

A melee will never carry on from one turn to the next and will be decided one way or the other in this phase. Each unit will roll a number of D6's and add melee combat modifiers, the side that causes the most damage will win.

The loser will either fall back, retreat or rout depending on their type and the troop type that defeated them. The unit moves its compulsory movement distance, possibly disordering friendly units, and is either marked as retreating or is dispersed and removed if routed.

6.11 Turn End

This is when you will roll for reinforcements, flank march arrivals, specific scenario effects may be applied and so on. One side or the other can also declare the battle lost and call for a general retreat.

If you are playing a campaign this is the best time to make sure everyone has made a note of units that they have removed from the table and what their final status is with regard to casualties.

Both sides check army or formation morale. If the army or a formation has broken make immediate compulsory rout moves.

6.12 Dice Rolling 7+

2nd R&F uses D6's for firing and melee and there will be cases when modifiers will apply to a D6 roll that will mean that a player would need to score 7 or more to succeed.

In these cases it is still possible to gain a hit, the player rolls their D6 as usual, any roll of 1-5 is a failure but a roll of 6 is a possible hit while two rolls of 6 are combined to make a definite hit.

Two initial rolls of 6 will be combined to cause 1 hit on the target, any remaining odd roll of 6 has a 50/50 chance of causing a hit. The player rolls a further D6 and if the roll is 1-3 it has no effect, a score of 4-6 causes a hit.

No matter the modifiers a D6 roll of 1 will always miss.

Modified 7+ rolls (D6) (6.11)
Two 6's cause 1 hit. Odd number of 6's then roll 1d6, score 1-3 no hit, score 4-6 1 hit.

For example a unit of 8 stands of Russian infantry in line are firing at an enemy unit, all stands are at long range. The Russians have taken 11 BP loss so are at 1/3 or more losses but not yet 2/3 and suffer a -1 modifier for losses. They are also currently disordered for an additional -1.

There are no target modifiers and so the fire requires a basic 4+ on a D6 to hit. The Russians suffer a -1 for long range, a -1 for disorder and a -1 for 1/3 losses, this means that the Russian player would have to roll 7 or more on a D6 to hit.

The player takes 8D6 and rolls 2,2,4,4,5,6,6,6. Two of the 6's are combined to cause one definite hit on the target while the player rolls again to see if the remaining 6 causes any damage. The second D6 roll is a 5 which is successful so the Russian player has caused 2 hits in total.

Any final to hit number greater than 6 uses this rule regardless of the actual target number required.

For example a cavalry unit attacking a square has a starting melee to hit number of 10, it is also disordered and at 1/3 losses so this modifies it to needing a score of 12 on 1D6 (!) but it will still use the 7+ rule as described above.

6.13 Scale and Ranges

The rules and fast play sheet have two sets of ranges, the first larger value is mainly for 28mm figures, the second in brackets is for 15mm and smaller.

Players are obviously free to use whichever suits their games, figures and the space available.

7. Initiative

7.1 Roll for Initiative

Each turn both sides roll a D6 adding the command modifier of the CinC to the D6 die roll – re-roll ties. The highest score will get to choose whether they are the first side or the second side this turn.

7.2 Ineligible CinC Bonus

If the CinC is incapacitated, is not on the battlefield or is attached to a unit or another commander then they do not add their command rating to the roll. The player will simply roll a D6 and use the result rolled.

The Initiative roll reflects the ability of a better commander to take advantage of situations as they occur. They cannot do this if they are otherwise engaged taking direct command of a unit or brigade.

A leader might not be present at the start of a battle, turning up later. In this case there is no modifier to that sides D6 roll. You do not just use the modifier of the highest ranking commander on the field.

The CinC figure represents not just himself but also the staff required for relaying orders and receiving information on what is actually happening on the field. While the leader may only be one or two figures it represents aides, messengers and staff as well.

Scenario specific rules (22.3) can allow a senior commander to apply their bonus to the initiative roll before the CinC arrives if appropriate.

7.3 First & Second Sides

The initiative roll allows the winner to decide whether to be the first side or the second side and once the first and second sides have been decided they remain in effect for the rest of the turn.

During the movement phase the first side will have to move all of their units before the second side moves.

The first side will get to decide the order in which melee is fought (16.1).

The first side will have to retreat or rout their units first if there is a situation where the timing is important.

The first side makes all of their Brigade Activation rolls and implements the results before the second side does so.

The first side must take their army morale test first if both side are required to take tests during the same end turn phase.

While some phases are described as 'simultaneous' if there is any 'wait and see' advantage to be gained by one side or the other then the first side acts first.

7.4 First Turn Initiative

In some scenarios there might be one side that is obviously attacking and their opponents obviously defending. In this case it makes sense for the attacker to automatically win the initiative roll for the first turn as they effectively decide when the battle kicks off.

After the initial turn the initiative rolls are made as usual each turn.

7.5 Timing Conflicts

If there is ever a situation where it seems to be important who goes first then the first side will act first, regardless of which side won the initiative roll.

The next chapters deal with the basic game mechanics that are used throughout the 2R&F system, after that the rules move on to movement, combat and morale.

Many of the game effects have been designed so that they are used in exactly the same way for multiple situations. A unit that routs will do so following the same rules whether caused by morale loss, melee loss, losing its last BP in the fire phase or brigade morale failure. I have just included the rule once and in the other chapters it will refer to that section rather than repeating myself and wasting space.

A handy bit of space here allows me to mention house rules. There is always something in a set of rules that players don't quite like for one reason or another. Feel free to add whatever house rules you like, so long as all players know beforehand what has been changed.

The only thing I will say in defence of the 'Rules as Written' (RaW) version of 2R&F is that things have been done this way for a reason, either to encourage realism, for speed of game play or to eliminate gamey tactics. Maybe give it a try as is for a couple of battles first and then you can take it to pieces!

8. Disorder

8.1 Disordered Units

All units can become disordered for a variety of reasons that can crop up during a turn. Disorder can represent a loss of control of the unit for morale reasons as well as physical disorganisation of ranks and files. The effect of disorder is always the same and so is the way it is removed no matter the initial cause.

As disorder can be caused in almost any phase it is worth describing how it occurs and its effects before moving on to the other rules.

A unit is either disordered or it is not, there are no multiple levels of disorder so a unit that is disordered will not be penalised further if it gains more disorder.

Disorder can be caused by any of the following situations but can also affect a unit because of trait or scenario specific rules.

8.2 Melee Disorder

Any unit that fights a melee, winner and loser, becomes disordered after the first round of melee is concluded. If, after the first round of combat, there is no clear winner both sides becomes disordered before further rounds are fought (16.11).

The winner of the melee is marked as disordered, even if the melee was won after only one round of melee.

The loser of a melee would suffer disorder as part of its retreat result but as multiple disorder has no additional effect it does not matter whether the disorder is applied for retreating or for having fought a round of melee.

A unit that contacts a retreating enemy unit (18.6) or a skirmish unit in the open (20.11) routs and disperses them automatically and this does not count as a melee as it happens during the charge phase. The unit will not gain disorder for dispersing these enemy units, though it could still gain it for other reasons during its charge.

8.3 Terrain Disorder

Units that cross a linear obstacle or move into, out of or through bad going may become disordered depending on the type of unit and the severity of the terrain they are crossing.

The terrain table indicates how badly a unit is affected and whether it suffers disorder in addition to having its movement speed halved.

In some cases units will not be able to recover their disorder while they occupy disordering terrain. If the table has 'Disorder no recovery' this means that the unit cannot recover disorder while any part of it is in or on that terrain feature.

The terrain table is dealt with more fully in chapter 13.

Terrain Movement Penalties (8.3, 12.5 & 13.6)			
	Light Infantry	Heavy Infantry	Cavalry & Artillery
Minor Obstacle	No Effect	1/2 Mv	1/2 Mv + Disorder
Major Obstacle	1/2 Mv	1/2 Mv + Disorder	Not Allowed except via path or opening
Rough, Light Wood, Orchard	No Effect	1/2 Mv + Disorder	1/2 Mv + Disorder no recovery
Wood, Marsh, BUA	1/2 Mv	1/2 Mv + Disorder no recovery	Not Allowed except path or SSR
Skirmishers: No Effect for any of the above terrain.			

8.4 Interpenetration Disorder

When units intentionally interpenetrate (12.15) or are passed through by units making compulsory or evade moves there is a chance that they become disordered. After the movement is carried out all units involved make separate elan tests, any units that fail are marked as disordered.

Any unit that has a friendly unit retreat or rout through its position takes an elan test and if it fails becomes disordered immediately.

8.5 Morale Failure Disorder

A unit that fails a morale test becomes disordered when it retreats. After it rallies back to good morale a retreating unit will be able to recover disorder by spending its entire movement doing so (8.14).

It is worth noting that rallying does not remove a units disorder, this can only be done by the unit using its full movement allowance. A rallying unit counts as having used its movement (18.4) so it will not be able to recover its disorder in the same turn that it rallies.

8.6 Evasion Disorder

Any unit other than skirmishers that evades an enemy charge becomes disordered after the evade movement is carried out. Giving way before the enemy (20.6) does not cause disorder for skirmishers.

8.7 Form Square Disorder

A unit that attempts to form square as a reaction to a cavalry charge will become disordered whether the attempt succeeds or fails. Note that this is only if the form square attempt was made as a reaction, changing to square during the units normal movement phase will not disorder it.

8.8 Leader Casualty Disorder

If a leader casualty roll (10.12) kills an attached leader the unit they are attached to will gain disorder.

8.9 Charge Test Disorder

A unit that fails a charge test (15.15) will fall back directly away from the enemy that it has charged and will then become disordered.

8.10 Units & Traits Disorder

Traits can cause disorder if the unit is put into a certain situation or fails a specific test.

For example an 'Unsure' unit has to take an elan test just before the first round of melee, if they fail they become disordered.

Scenario Specific Rules (SSR) can make units disordered for a variety of reasons, due to being out of supply, fatigue, being unreliable allies and so on. Players can even state that a unit will be disordered for the entire battle and cannot recover it if the historical situation warrants it.

Some units can cause automatic disorder such as elephants fighting against mounted troops.

The chances of becoming disordered and the effects of unit traits are dealt with more fully in chapter 21.

8.11 Multiple Disorder

A unit that is already disordered can carry out an action that would result in further disorder without any additional penalty. As it is already disordered the unit would suffer no additional effect.

For example a disordered unit can still interpenetrate another, it can still enter bad going that causes it disorder, can still evade from a charge and so on.

8.12 Disorder Penalties

Disorder affects all units in the same way regardless of their type or formation and gives a -1 penalty to all melee combat and firing rolls.

Disorder has no effect on a units normal movement allowance or its elan, morale or rally rolls.

8.13 Disorder & March Moves

A unit that is currently disordered is allowed to use march movement (12.31), all other rules permitting.

Terrain movement penalties that would cause a unit to become disordered prohibit that unit from using march movement through or over that terrain (12.34).

8.14 Removing Disorder

There is no test or roll required to remove the disorder from a unit, instead it simply has to use its entire movement allowance to recover.

This must be carried out during the movement phase, you cannot recover disorder at any time other than during the movement phase.

A unit that rallies from retreating is marked with a 'Halt' marker (18.4) and so loses its movement for the turn, this means that it will not be able to recover its disorder in the same turn that it rallies.

The unit must use its entire movement allowance, it cannot recover disorder during the same turn that it makes a half move action of any kind.

A unit that has charged, is charging, is in contact with the enemy, has evaded or formed square as a reaction or has a 'halt' marker cannot recover disorder.

A unit that retreats due to morale failure will become disordered. It is important to note that disorder effects accompany morale failure but disorder itself is not a morale state. You do not recover disorder during the rally phase.

8.15 Fall Back Disorder

A unit that is forced to fall back for any reason is always disordered after its compulsory fall back movement.

9. Break Points

9.1 Unit Break Points

As units fight they will lose break points (BP) due to being fired at with small arms or artillery and engaging in melee combat.

Each unit is made up of a number of stands depending on the unit size (2.19) and each stand, regardless of its type or troop quality, has 3 break points so the number of BP a unit has is equal to its stands x 3.

As I've already mentioned these rules deal with the 'official' basing system. If your figures are based differently then the BP a unit has will still be 12 for small, 18 for medium and 24 for large infantry or cavalry units and 3, 6 or 9 for artillery.

9.2 No Stand Removal

As a unit takes BP losses there in no stand removal, the BP lost are simply tracked using damage markers.

For example a medium (6 stand) unit with 18 Break Points is fired upon and takes 7 hits. The player marks 7 BP loss against this unit but it remains a 6 stand, medium sized unit.

A unit will maintain the same number of stands throughout the battle regardless of its BP loss.

It is worth pointing out that break points are a representation of the morale and cohesion of the unit as a whole and not simply troops killed or wounded. Break points reflect the ability of units to suffer damage under fire, take losses in melee and still maintain unit cohesion. When a unit loses its last BP it certainly does not represent the fact that they have fought to the last man and everyone is dead or wounded.

9.3 Small Arms & Artillery Fire

Each time a unit is hit by small arms or artillery fire it suffers one BP loss for each hit suffered. The hits are allocated to the target as soon as they are rolled but the effects are not applied until the end of the firing phase.

If a unit ever loses its last BP due to fire then it will rout and disperse at the end of the firing phase (14.21). This means it will remain in place throughout the firing phase as an obstruction for other firing units.

9.4 Melee Break Points

During a melee all hits cause BP losses and are applied at the end of each melee round. All melee combat rolls in a particular combat are deemed to be simultaneous and no effects are applied until the end of that particular round.

This can be important when multiple units are fighting each other, even when an enemy has lost its last BP it is still treated as an engaged unit until the end of that particular combat round.

9.5 Tracking Break Points

Players should mark BP losses against their units and this information is open to all players throughout the battle. BP losses cannot be hidden and opposing players must be told of the status of units if they ask.

9.6 Recovering Break Points

Other than by scenario specific rules a unit can never recover lost break points during a battle.

9.7 One Third, Two Thirds Losses

As has already been mentioned each stand has 3 break points and so each unit starts the battle with a total of '# Stands x 3' break points.

When a unit has lost 1/3 or more of its starting BP it will suffer a -1 modifier to its firing and melee rolls. When the unit has lost 2/3 or more of its starting BP this modifier is increased to -2.

For example a 6 stand unit has 18 BP. When it has lost from 6 to 11 BP it has lost 1/3 or more of its strength and the unit suffers a -1 modifier.

When the unit has lost between 12 and 17 BP it has 2/3 or more losses and the unit will suffer the more severe penalty of -2.

When the unit has lost all 18 BP it is routed and dispersed.

Players can very easily calculate this modifier as the 1/3 and 2/3 loss levels equate to 1 or 2 hits per stand in the unit. When the unit has suffered 1 hit per stand the -1 modifier applies, when it has suffered 2 hits per stand the -2 modifier applies.

For example the unit in the example above has 6 stands, when it has taken 6 hits - the same as the number of stands it has - it will suffer the 1/3 loss penalty of -1. When it has suffered 12 hits - double the number of stands it has - it will start to suffer the -2 penalty.

It is worth reiterating that individual stands do not take hits, the unit does so as a whole. Looking at 'hits per stand' is just a convenient way of keeping track of the 1/3 and 2/3 loss levels.

9.8 Spent Units

When a unit has reached 2/3 or more BP losses it is classed as spent and will remain so until the battle ends or the unit routs. If a spent unit fails a morale test (17.6) or loses a melee (16.12) it will immediately rout regardless of its type or the situation.

10. Leadership

10.1 Tabletop Commanders

Command figures represent Regiment, Brigade, Division, Corps and Army Commanders.

Each commander will have a number of units that are subordinate to them, if a unit is not subordinate to that commander then the commander cannot attach to it.

For example a division commander with two subordinate brigades would be able to attach to and affect any of the units within their division but the brigade commanders would only be able to attach to the units in their particular brigade, not the other Brigade.

Some commanders may have other commanders subordinate to them as well as units.

In the example above both of the brigade commanders are subordinate to the division commander.

10.2 Leader Statistics

Each leader has a leadership value ranging from +0 to +2. This is the bonus that the leader will add to a units elan, morale and rally tests when they are attached to that unit and the number of additional dice they roll when in melee combat.

Poor leaders are +0, the average leadership modifier is +1, good leadership is +2.

10.3 Leader Bonus in Melee

A unit which has a leader attached and is involved in a melee will add the leadership bonus in D6 to the number of dice it rolls. So a +0 leader will add no bonus but a +2 leader will give the unit an extra two D6 dice in melee.

If a successful leader casualty roll is made at the end of a round of combat and the leader is on the side that loses the melee then there is a 50/50 chance that they are captured in addition to the other effects of that leader casualty roll (10.12).

10.4 Leader Attach & Detach Phase

Other than when they are forced to by other rules a leader can only attach and detach from a unit in the first phase of the turn - the appropriately named 'Leader Attachment Phase'.

Leaders can detach from one unit or leader and attach to another during the same leader attachment phase though only once. You cannot attach and detach through a chain of units from one side of the battlefield to the other.

10.5 Leader Detachment

A leader can detach from a unit that they are currently attached to, the leader is moved away from contact with

the unit and positioned within 1" of any part of the unit. It does not matter where the leader figure is physically in contact with the unit, they can detach to within 1" of any part of the unit that they are leaving.

The leader is now either free to move during the movement phase or they can move upto 24" (16") now to attach to another subordinate unit or a leader (10.16). Unless they are moving to attach a leader is not moved until the movement phase when they will gain their usual full movement allowance.

A leader can detach from a retreating unit.

10.6 Leader Attachment

A leader that is within 24" (16") of any part of a subordinate unit can move and attach to that unit during the Leader Attachment Phase.

The route that the leader takes cannot bring it closer than 1" to any enemy unit at any time during its movement. It also cannot pass through or over impassable terrain but it can pass through friendly units without penalty.

When a leader is attached to a unit they are placed in base to base contact with any part of that unit, their exact position is not important and they are assumed to be anywhere within that unit.

The leader is assumed to be with the unit and the actual figure can be shifted to any convenient position at any time to accommodate other units, terrain etc.

A leader can only attach to a subordinate unit if that unit is in their chain of command, otherwise they cannot attach to that unit.

Leaders can attach to units that are Retreating.

Leaders cannot attach to units that are fully in skirmish formation. A leader already attached to a unit that changes to skirmish will immediately detach (20.10).

Replacement leaders cannot attach during the phase they are placed (10.13).

Leaders can detach from one unit and attach to another during the same leader attachment phase.

10.7 Involuntary Detachment

A leader can be forced to detach from a unit for a number of reasons, from becoming a casualty to the unit losing its last BP, routing or leaving the field.

In these cases the leader is placed anywhere within the footprint of the unit in the spot where it was actually removed from the battlefield. This could be the table edge if the unit retreated off table or anywhere on table where a unit has dispersed.

In the second case the unit makes its compulsory rout move first and is then dispersed so the leader is placed where the unit was dispersed, not where it routed from.

When a leader becomes a casualty the leader casualty table will state how the leader is moved.

10.8 Physical Positioning of Leaders

In particularly tightly packed battles it is possible that a leader figure cannot physically be placed touching a unit, especially if 'plus sized' leader bases are used.

If this is the case a leader should be placed in the closest available space if they are detaching from a unit, even if this has to be more than 1" away.

If they are attached to a unit but there is no space for them they should be removed and 'assumed' to be with the unit. Players simply need to make sure that everyone knows where they are and they can be returned to contact with the unit when there is space.

10.9 Leader Movement Phase

When they are attached to a unit the leader moves with that unit throughout the movement phase, they may not voluntarily leave it.

When not attached to a unit the leader is moved in the movement phase as usual (12.36 & 12.37).

10.10 Chain of Command

A leader can only attach to a unit that is subordinate to them. Depending on the scenario, units can be allocated to particular formations at the start of a battle. If this is the case that unit will remain as part of that formation for the entire battle. Units and commanders cannot change their subordination during a battle.

10.11 CinC initiative Bonus

A CinC that is attached to a unit or another leader will not add their leadership bonus to the initiative roll (7.2).

10.12 Leader Casualties

Leaders that are attached to units will be at risk of becoming casualties if the unit that they are attached to takes losses from fire or melee.

After all losses to the unit have been allocated in a fire phase or melee round the owning player will roll 2D6 to see if there is a leader casualty. If the roll is less than or equal to the total number of hits that have been suffered by the unit then a further roll on the leader casualty table is made.

For example a unit is fired upon by an infantry battalion causing 2 hits and an artillery battery which causes an additional 2 hits. The unit has a general attached and when all fire at that unit is completed the owning player rolls 2D6 with a score of 4 or less meaning they suffer a leader casualty.

In melee a leader casualty roll may need to be made after each separate round of melee and there is also the possibility of the leader being captured (16.15).

The owning player rolls 2D6 and consults the following table to see the effect and applies it immediately.

2D6	Leader Casualty Effects (10.12)	
2	He's Dead Jim	Killed in Action. Unit immediately gains disorder.
3-4	By God, I'm Done For	Leader is removed, after battle 50/50 chance to live or die.
5-6	They've Got Me	Quits the field, will live but not fight again today.
7-9	I Can Still Fight	As 10-11 below but leadership reduced by 1 for the rest of battle.
10-11	It's Just a Scratch	Leader immediately leaves the unit he is with. Detach within 1".
12	Inspirational Heroism	Increases leaders leadership by +1 (max +2) for the rest of battle.

10.13 Leader Replacements

If the leader is removed then they are always replaced by a leader with one lower level of leadership modifier, to a minimum of +0.

The new leader is placed on table at the end of the next leader attachment and detachment phase within 1" of any subordinate unit. They may not attach to any unit this turn.

10.14 Command & Control

A leaders ability to order the troops they command is dealt with fully in chapter 25. The higher the leadership the better chance that the commander will be able to successfully control their units and the more they will be able to do within a turn.

10.15 Separate Leadership Values

When representing historical figures players may wish to differentiate between the charismatic ability of a leader and their actual tactical skill on the battlefield.

In this case the leadership can be separated into two values. One 'inspirational' that is used for morale, elan, rally tests and the additional dice used in melee. The other 'command' that is used for the brigade command activation roll (25.4) and initiative rolls (7.2).

10.16 Attach to Subordinate Leaders

A leader may attach to another leader rather than a unit. This may be because players prohibit discussions without leaders being in base contact or it can be to help with a brigade command activation test (25.4).

A leader can only ever be attached to one thing at a time, either a unit or another leader. This means that a leader cannot be attached to another leader and also to a unit, it must be one or the other.

Attaching and detaching from a leader follows the same rules as it does for a unit.

11. Elan Tests

11.1 Testing Elan

There are various times that a unit may be required to test its elan throughout the turn, while the timing and results of these tests may be different all elan tests use the same system.

Unlike morale tests a unit can take multiple elan tests throughout the turn, they are taken immediately as required.

The results of passing or failing vary according to the reason for the test but the most common will be interpenetration disorder.

11.2 Taking Elan Tests

An elan test uses the basic starting morale value of the unit with the only die roll modifier being the Leadership of any attached commander. The unit must score equal to or greater than its morale value on 2D6 to pass.

For example a B class unit (6+ morale) is passed through by a friendly unit, to avoid interpenetration disorder the player rolls 2D6 and requires a roll of 6+ to succeed. If the unit had a +1 leader attached their die roll modifier would mean that the player only needed to roll a 5+ to succeed.

Unlike morale or rally tests, each of which can only be taken once per turn, there is no limit to the number of elan tests that a unit can take during a turn.

Elan Tests (2D6)	
Starting morale value of unit	5 to 9
Attached Commander Leadership	+0 to +2

11.3 Interpenetration Elan Test

Each time a formed unit or artillery interpenetrates any friendly units, other than skirmishers (20.5), they will have a chance to become disordered themselves and also disorder the unit(s) they moved through.

The moving unit and each unit that has been interpenetrated makes its own separate elan test and any unit that fails becomes disordered.

11.4 Traits or Abilities Elan Tests

Elan tests are the most common way that units determine whether traits or abilities will affect them. The trait will indicate the trigger for an effect and the results if the elan test is passed or failed.

For example the 'hesitant' trait states that a unit must take an elan test to actually charge the target after it has declared its charge. If the elan test passes then the unit can charge as normal, if it fails then the charge does not happen.

11.5 Tie Breaker Elan Test

This is a 'catch all' rule that covers the strange and awkward situations that crop up in games every now and then. If there is some dispute about whether a unit can carry out a certain action or not then take an elan test. If it passes then it can, if it fails then it cannot.

11.6 Multiple Elan Tests

Each unit can take multiple elan tests throughout the turn but only one rally test and one morale test.

For example an infantry unit is interpenetrated by two units that are both retreating from a melee. The infantry will need to take two Elan tests, one for each unit that interpenetrated them. Obviously if the first test is failed there is no need to take the second as the Disorder result does not stack.

While the game mechanics, morale value and modifiers are exactly the same for Elan, Morale and Rally tests the results of failure or success will differ depending on the type of test that has been taken.

For the sake of simplicity and speed of play all of the actual game mechanics for taking an elan, rally, form square, charge home or morale test are exactly the same, only the results differ.

11.7 Charge Home Test

Units that have taken casualties during the fire phase from the target of their charge may have to take a test to charge home against that target.

The unit will either take a charge test or a morale test, never both. If the unit would otherwise need to take a morale test then it will do so regardless of where the casualties came from in the fire phase.

If the unit is not yet at the point at which it would require a morale test - it has not lost 1/3 or more BP yet - then it may still have to take a charge test.

If the target of the charge caused any damage by their fire then the charging unit tests elan and if they pass will charge home, if fail they will fall back. This is dealt with more fully in the firing chapter (14.22).

For example a small Prussian infantry unit that has already suffered 2BP loss is charging a French line. The target of the charge can all fire at the Prussians, as can a supporting battery of artillery.

The French line cause no hits while the artilery cause a single hit. The Prussians are now at 3BP loss (not yet 1/3) and so do not need to take a morale test. They also do not need to take a Charge Home test as the target of their charge - the infantry - did not cause any damage.

Had the French infantry caused just one more hit then the Prussians would be at 1/3 losses and need a morale test. Pass or fail they would not need to make a Charge Home test as well, the morale test takes precedence.

12. Movement

12.1 Movement Allowance

Troops will move at a given speed according to the type of troops they are, the formation they are in and the terrain they are crossing. Some compulsory movement is variable and players will roll to determine the distance actually moved.

A units movement speed will either be its full allowance, half of that or no movement at all. The terrain table indicates whether a unit has its full or only half movement allowance for crossing over or into certain terrain features. Manoeuvres may also limit a unit to half or no movement allowance (12.4).

Movement Rate (12.1)	Foot	Mtd
Line	9" (6") x2	18" (12") x3
Column, Dbl Line, Skirmish	12" (8") x3	18" (12") x3
Light & Medium Artillery	12" (8") x2	15" (10") x2
Heavy Artillery	9" (6") x2	15" (10") x2
Generals	24" (16") x3	
Compulsory & Evade	1D6+9" (4")	2D6+9" (4")
Road Bonus in March Column +6" (4")		

12.2 Engagement Range

Engagement range is always 18" (12") and refers to the distance to the nearest enemy unit. If an enemy is within 18" (12") of a unit then it is within engagement range, while there are no enemy within 18" (12") it is outside of engagement range.

Engagement range is mainly used to determine march movement (12.31) and formation change restrictions.

12.3 Proximity to the Enemy

Unless it is charging or making any kind of compulsory movement your units may not voluntarily come within 1" of enemy units.

12.4 Half and Full Movement Actions

As well as simply moving about the battlefield units will be able to perform certain actions such as changing facing or formation, recovering disorder etc. These actions will either use up all of the units movement allowance or half of it.

- Half Move means that the unit will use up half its move to perform the indicated action.

- Full Move means the unit uses all of its movement for the indicated action.

Multiple half move penalties are not cumulative, no matter how many of them apply to the unit it will only halve its movement allowance once.

Movement Actions (12.4)	
Recover Disorder, Change to or from Skirmish, enter or leave Garrison of BUA	Full Mv
Formation Change (centre front of unit)	1/2 Mv
About Face (180 degrees) (Free Skirm / Cav)	1/2 Mv
Cross Linear Obstacle (by troop type)	1/2 Mv
Bad going terrain (by troop type)	1/2 Mv
Any formed unit retiring (22.5 degree incline)	1/2 Mv
Interpenetration (Fail Elan = disorder)	1/2 Mv
Half move action penalties are NOT cumulative (12.4)	

For example a unit of infantry is in line in front of a deployed artillery battery. The infantry unit can about face and move through the artillery (assuming it has the movement allowance to do so). Even though about face and interpenetrate are both half move actions the penalty is only applied once so the unit has 4.5" movement allowance, not 2.25".

A full move action only allows the unit to move its stands the minimum required to complete its formation change and if recovering disorder then no movement is allowed. A unit can only carry out one full move action per movement phase.

12.5 Terrain Movement Penalties

A unit may suffer a half move penalty through bad going or over obstacles depending on the unit type and the terrain being entered or crossed.

Terrain Movement Penalties (8.3, 12.5 & 13.6)	Light Infantry	Heavy Infantry	Cavalry & Artillery
Minor Obstacle	No Effect	1/2 Mv	1/2 Mv + Disorder
Major Obstacle	1/2 Mv	1/2 Mv + Disorder	Not Allowed except via path or opening
Rough, Light Wood, Orchard	No Effect	1/2 Mv + Disorder	1/2 Mv + Disorder no recovery
Wood, Marsh, BUA	1/2 Mv	1/2 Mv + Disorder no recovery	Not Allowed except path or SSR
Skirmishers: No Effect for any of the above terrain.			

Note that this penalty is not cumulative with actions that reduce a unit to half move, a unit is reduced to half move only once whether by terrain or by actions.

A heavy infantry unit in woods is reduced to half move and will suffer disorder if it moves. The infantry unit takes a half move to change from line to column (and becomes disordered as soon as it does so) but will still have 6" (4") of movement remaining even though it is in woods which halve its move. The half move change formation action and the half move terrain penalty are not cumulative.

12.6 Half Move Terrain

A unit that is reduced to half move by terrain applies that restriction for all of its movement, not just the part where it is physically in or over the obstacle. This means that a unit that starts in, moves into or over such terrain will only get half of its movement allowance no matter how much of the movement was actually in the bad going.

This may mean that a unit can only move up to a terrain feature or obstacle without being able to enter or cross it this turn, even if it has a few inches of movement left unused.

Likewise a unit could leave a terrain feature after just a few inches of movement but it would still be restricted to half move for the remainder of its movement.

From a game play standpoint this has the advantage that players do not have to work out tiny fractions of inches while moving in bad going. As half move penalties are not cumulative players will still find movement distances pretty generous.

12.a Half Move Example

◄ *Even though only part of the unit is within bad going this unit will still be restricted to half speed for its entire move.*

6"

◄ *This unit enters bad going and so its speed is halved. It does not matter that part of its movement is in good going.*

6"   7"

◄ *This unit wants to enter the woods but they are 7" away. As the unit would halve its movement allowance from 12" to 6" as soon as it enters bad going then the best it can do this turn is to move the 7" upto the edge of the wood without entering it.*

12.7 Formation Changes

Formation changes use either half of the movement allowance of the unit or its full allowance. Depending on the situation and unit type the half movement may be used either before or after the formation change. In either case no march movement (12.31) is allowed if the unit changed facing or formation.

A unit within engagement range 18" (12") must change formation at the start of its movement unless it has a trait or ability (21.8) that allows it to change formation after it has made its half movement.

A unit that begins and remains outside of engagement range for its entire movement may make its formation change either at the start of its movement or the end. In either case the unit may not split its remaining movement, it must be taken before the formation change or after, not both.

All formation changes are made on the centre front of unit with the new formation remaining facing in the same direction as the old. Deploying artillery (12.20) and forming line to or from march column (12.10) are exceptions and they are dealt with later.

If there is not enough space for the new formation you cannot perform the change. Units are not allowed to end a formation change on top of another unit, even if they will subsequently move off with their remaining half movement allowance.

A unit cannot change formation and use march movement during the same movement phase.

If there is not enough space for the new formation then the unit is not allowed to change to that formation. Players may find that cramming as many stands into as small an area as possible will cause problems. There is a reason historical formations maintained sufficient spacing to manoeuvre.

12.8 About Face

An about face will take half of the movement allowance of the unit in most cases but some units are allowed to make the about face for free (12.9).

An about face changes the facing of the stands in the unit by 180 degrees without changing the relative position of those stands.

An about face is a half move action and a unit can do this either at the start of its move or at the end depending on the situation. If the unit remains fully outside engagement range for its entire movement (the same as for formation changes (12.7)) it can change facing after it has made its half move. Otherwise it must do so at the start of its movement.

A unit cannot use march movement and about face during the same movement phase.

12.9 Free About Face

Units in skirmish formation (20.1) and all cavalry can make a single 180 degree about face for free instead of costing a half move. All other rules remain the same.

This does not allow a unit to make more than one formation or facing change (12.11). Nor does it allow a unit with no movement or that has used a full movement action to make a free about face.

For example a cavalry unit could about face and move 18" (12") but that same unit could not recover its disorder and then make a free about face. Nor could it make a free about face, make a half move of 9" and then make another about face.

12.10 Line to or From March Column

Most formation changes are made on the centre front of the unit with the unit maintaining its current facing. When a line changes to march column or a march column changes to line the unit has another option available in addition to the usual change of facing on its centre front.

The line must be a single line of stands, not double line or mass and it cannot be refused (3.11). The stands are all turned 90 degrees to the left or right and the unit has then changed formation to a march column in place.

To change to line from march column the manoeuvre is simply reversed. The unit must be a straight column so cannot be bent (3.4) from travelling along a road for example. The stands in the unit are turned 90 degrees to the left or right and the march column becomes a line in place.

Line to march column is simply a specific change of formation that does not use the centre front of the unit but all other formation change rules still apply.

12.11 Change Formation or Facing

A unit can either about face 180 degrees or change its formation, it cannot do both during the same movement phase, even if the about face is allowed for free (12.9).

12.12 Wheeling

A Unit can only make one wheel at the start and one at the end of its movement unless it is outside engagement range of 18" (12") and following a road.

Units that use march movement are only allowed a wheel at the start of their movement but they are allowed

to make minor adjustments to bypass obstacles, follow terrain features (12.33) or follow roads (12.35).

Some traits may restrict the amount that a unit is allowed to wheel. This can either be a maximum allowed angle of wheeling, 90 degrees for example, or possibly a half move restriction if wheeling over a certain amount.

The distance wheeled is measured from the outside corner while the inside corner remains in place.

12.13 Incline

Units can incline upto 22.5 degrees to the left or right during their move. The unit maintains its facing and inclines to one side or the other, this can be combined with normal forward or retire movement but not wheeling.

A unit can never incline both left and right during the same movement nor can it incline during the same movement as it wheels, it can do one or the other.

A unit can use march movement when it inclines.

12.14 Retire

Formed infantry or cavalry units can retire to their rear at half speed. A unit can never both retire and move forward during the same movement. A unit cannot combine retire movement with a wheel or any facing or formation change.

12.c Wheel & Incline Examples
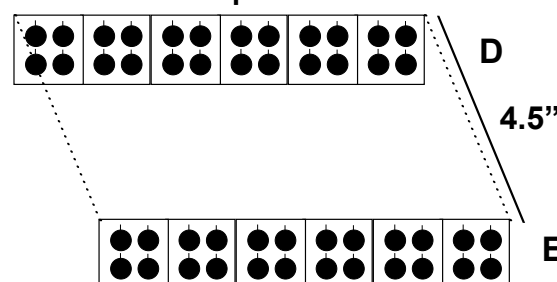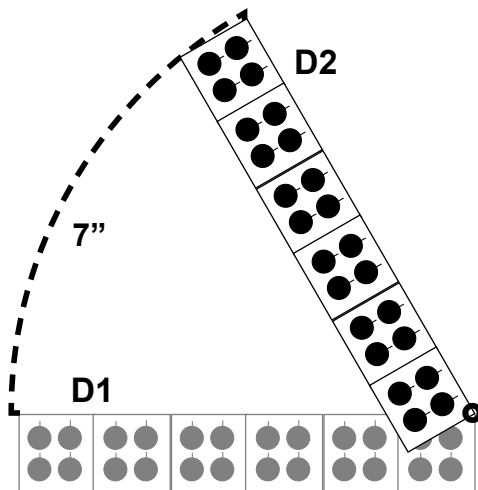
▲ Infantry unit D wheels from D1 to D2, the distance is 7" measured from the outermost corner. It is important to note that the corner of the inner stand (marked with a circle) remains still. Wheeling should not allow units to 'sideslip' into a more favourable position.
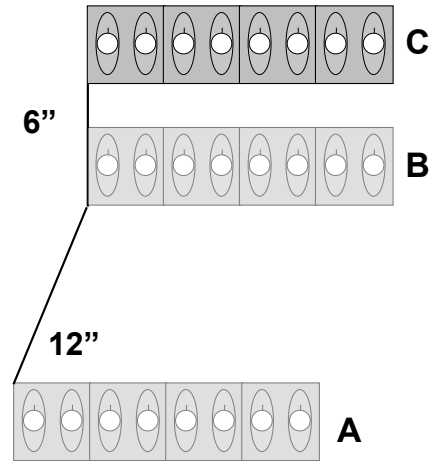
▲ In the above example a cavalry unit (A) inclines its maximum 22.5 degrees to the right for 12" (B) and then uses the remaining 6" of its movement to move forward (C). Note that the cavalry could not wheel before or after their incline, nor could they incline to the right to B and then use the last 6" to incline left.

A unit can retire with an incline of upto 22.5 degrees to the left or right. Units fully in skirmish order can incline any amount they like whether moving forwards or backwards. (20.1).

A unit cannot use march movement when it retires.

12.15 Interpenetration

Formed units and artillery can only interpenetrate voluntarily under certain circumstances. Passage of lines, passing through deployed artillery and skirmisher interpenetration are all valid manoeuvres. The only other cases of interpenetration happen as a result of compulsory, rout, retreat or evade movement.

No matter what the unit type no unit can charge through another unit, if it has to interpenetrate any part of another unit that charge will be blocked and invalid.

12.16 Passage of Lines

Formed infantry or cavalry in line are allowed to interpenetrate other friendly units of the same type also in line. This means that cavalry cannot perform a passage of lines with infantry and vice-versa.

Passage of lines is a half move action for the unit that is moving. Both units must be facing in the same direction and passage of lines can be performed either using forward movement or retire movement. As half move actions are not cumulative (12.4) the unit could retire while performing a passage of lines and it would still be allowed half of its movement allowance.

The unit that is being passed through can have already moved this phase, including march movement, or it can move after the passage has been completed.

Only the moving unit has its move halved, the unit being passed through keeps its full move allowance.

12.e Passage of Lines Example

▼ A player would like the two units A and B to change places and as they are both infantry in line they may do so.
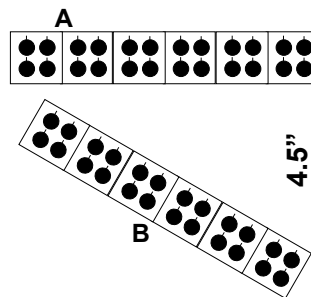
◄ A can only retire a half move of 4.5" and it would end up on top of B so cannot retire through. Likewise B could not clear unit A with only half its move and cannot end on top of B.
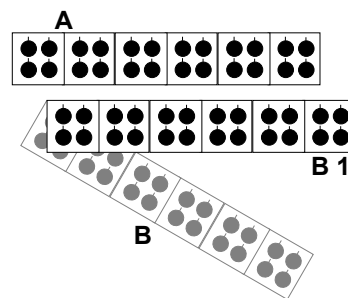
◄ Instead the player moves B first, wheeling the unit forward to position B1 as shown on the left.

▼ This then allows unit A to retire through B as it completely clears the other unit with its half move.
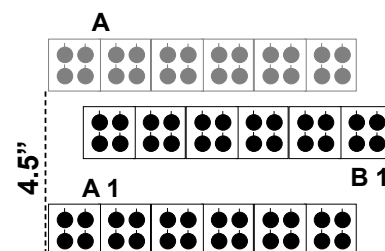
Both units now take elan tests and those that fail are disordered.

Passage of lines applies if any part of the unit crosses part of another unit. If the interpenetrating unit does not have the movement distance to completely clear the other unit then they cannot be moved through.

After interpenetration all involved units must take separate elan tests, if a unit fails then it becomes disordered. It is possible for some units to be disordered by passage of lines while others are not.

Passage of lines is not allowed by a unit that is making a march move though the unit they pass through can still march move or already have done so.

12.17 Skirmisher Interpenetration

Skirmishers can interpenetrate and be interpenetrated at no movement penalty and do not cause disorder tests to themselves or the units that interpenetrate. Skirmisher movement is covered fully in chapter 20.

Skirmish interpenetration has no impact on a units ability to march move. So long as all other rules permit it the moving unit and the interpenetrated unit can both use march movement.

12.18 Artillery Interpenetration

All units can interpenetrate deployed artillery batteries if they have the movement allowance to do so. The moving unit is reduced to half speed as per passage of lines and there is a chance that both units will become disordered.

As with all other interpenetration no unit is allowed to end on top of another and cannot be charged through.

March move restrictions are the same as for the passage of lines rules above.

Players may consider some of these movement rules restrictive and overly harsh but they do a lot to balance out the 'Godlike' power that players have when moving units. If you cram as many units as possible into as small an area as you can and then expect to be able to immediately shift them wherever you like you'll be disappointed and frustrated. 'Who wrote these stupid rules!'.

12.19 Compulsory Interpenetration

Compulsory movement (17.8) is not modified by terrain or other factors and so this will not be halved for interpenetration.

12.20 Artillery Movement

Artillery must usually be limbered to move though they can change their facing on the spot during movement while remaining deployed. Some artillery may also make limited manhandle movement without limbering.

Limbered artillery are not restricted to moving by using wheels, incline or facing changes as with other formed units. Instead they simply measure their movement distance from the centre front of the unit and move in the new direction. The unit still has to face in the direction of its movement.

If an artillery battery is limbered when it is charged it can opt to evade (15.8).

12.21 Artillery Changing Facing

Unless restricted by its type (2.14) deployed artillery units can change their facing as a formation change, pivoting about the centre front of the unit.

The units centre front should remain in place so that the battery does not change its position and the guns do not 'creep' towards a target.

12.22 Artillery Manhandle

Light and medium artillery that are not disordered can manhandle and are allowed to move upto 3" (2") while deployed. It can wheel or incline as part of this movement and can retire upto 3" (2") in the same way that formed troops retire.

Manhandling takes the entire move of the unit so you cannot combine this with any other movement. Disordered artillery may not manhandle.

Manhandling artillery cannot march move and may not manhandle into or over any type of terrain that would result in them becoming disordered.

A unit that has manhandled is immediately marked as disordered. This means that an artillery unit will only be able to manhandle in alternate turns as disordered artillery may not manhandle.

12.23 Artillery Formations

Artillery may fire whether they have moved in the immediately preceding movement phase or not.

When artillery are deployed they must be deployed in line with all of the stands side by side. Limbering is a formation change and the player may leave the unit in line or choose to put them into a march column. March column is always one stand wide regardless of the troop type that forms it.

Limbering and unlimbering is a formation change and is carried out on the centre front of the unit as usual. It will take artillery half move to deploy or to limber and this must be carried out either at the start or end of movement following the same restrictions as other formation changes (12.7).

Horse artillery are an exception and they may deploy after their half move regardless of whether they are inside engagement range or not (21.8).

12.24 Compulsory Movement

Fall Back, Retreat and Rout movement caused by a unit failing a morale test, losing its last BP or losing a melee is compulsory (17.8).

12.f Artillery Limber & Movement Example

A

◄ *Artillery battery (A) is deployed and the player would like to limber it.*

B

◄ *They can simply limber on the spot and the unit would remain in 'line' but limbered as in.(B)*

C

◄ *Or the battery could be limbered as a march column with one gun in front of the other (C). The change is made on the centre front of the unit as usual.*

In both cases, B & C, the guns could be limbered so that the battery is facing in any direction it likes so long as the centre front remains in the same position.

▼ *Both artillery batteries are limbered, D in line, E in march column. The front centre of each unit is marked with a circle* ⃝.

D

9"

D1

◄ *D moves 9" to position D1 and even though it has doubled back on itself the distance is measured from the centre front of the unit.*

E

E1

▼ *E moves to E1, distance measured from centre front of the unit.*

In both cases D & E end their movement facing the direction that they have travelled.
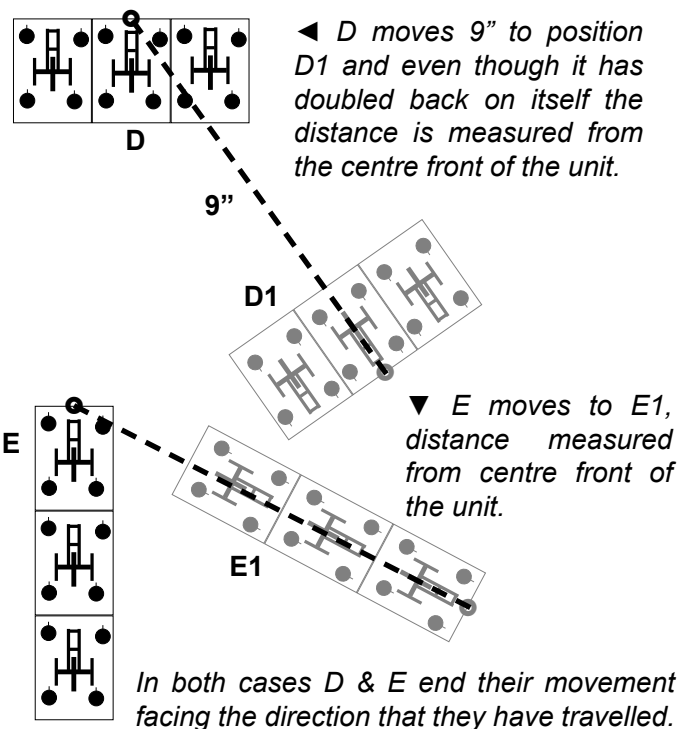
Terrain modifiers do not affect troops that are making a compulsory move unless that terrain is impassable and cannot be skirted around in which case the unit is routed and removed from the table immediately.

A unit must move at least its full rolled compulsory move distance, if it ends its move on top of a friendly unit it should be moved past it.

Units that are passed through will have to make an immediate Elan test (8.4) to avoid disorder.

12.25 March Column Road Bonus

So long as the unit is in a march column, has not been reduced to half speed for any reason, and only moves along roads during its movement then it can add +6" (4") to its movement distance.

This bonus is cumulative with march movement (12.31) and is applied to the unit speed before multiplying. Infantry march column on road could make a 54" march move (18" trebled) for example.

All units can form march column and gain road bonus unless a specific rule or trait says otherwise

12.26 Skirmish Movement

Skirmish units movement is more flexible than normal formed units and they have greater ability to move forward, back or sideways.

They suffer fewer movement penalties for bad going and obstacles, see the skirmish rules in chapter 20 for full details.

12.27 Square Movement

Squares cannot move unless forced to do so by compulsory movement (17.8).

The centre front of a unit is always used as the focal point for a formation change and when forming square the player should keep the centre front of the square stationery while the other 3 sides form on it.

When coming out of square the unit changes formation on the centre front as usual. Keeping the command stand in the front 'side' of the square is an easy way to keep track of its facing.

12.28 Garrison BUA

This is a specific formation change that allows a unit to 'occupy' a built up area (BUA) rather than simply being counted as standing on the ground that the BUA takes up. This allows the unit to gain the benefits of garrisoning a BUA as opposed to just being in bad going. See the BUA rules in chapter 24.

12.29 Occupy Fortifications

A unit must begin its movement in contact with some part of the fortification that it would like to occupy and it takes the unit its entire move to occupy that fortification.

Stands should be placed in or about the fortification as best as possible according to the model scenery, bases and troop type.

Redoubts, entrenchments, fortress walls and so on are rarely going to allow figures to fit perfectly in them or along their length. This rule allows players to arrange stands within a fortification that they began their move touching.

12.30 Charge Movement

Charging troops use their normal move distance according to the formation that they are in and all terrain penalties apply as usual.

Charge movement is made in the charge phase rather than the movement phase but all of the usual movement rules apply unless stated otherwise.

12.31 March Movement

So long as a unit starts, remains and ends its move more than 18" (12") away from any enemy unit it may be able to use march movement and double or triple its usual movement allowance.

A unit may not change facing or formation, perform passage of lines or retire and make a march move in the same movement phase.

A unit may not use march movement if any part of that movement would be into, through or over disordering terrain.

March movement or normal movement is chosen for an entire brigade, not just individual units. All of the units in the brigade will either use normal movement or march movement, never a combination of both.

If any unit in the brigade is already within engagement range of the enemy then this will mean that none of the units in that brigade can use march movement - even if the unit within engagement range chooses not to actually move.

Note that units must remain outside 18" (12"), they do not halt at 18". This means that a unit that uses march movement cannot 'engage' the enemy as it does not come within 18" of them.

12.32 March Movement Speed

If the unit is skirmishers or cavalry then it can move three times its tactical speed regardless of formation. Infantry units have to be in march column, attack column, double line or mass for three times speed.

If the unit is limbered artillery or infantry in line then it can move at double its listed speed.

For example an infantry unit in line has a 9" movement allowance, if it march moves it would have an 18" movement allowance. The same unit in column would have its 12" move trebled to 36" for a march move.

If a unit starts within, or intend to enter, engagement range of 18" (12") at any point during its movement then it cannot use march movement.

Units are free to use normal movement outside of engagement range and this allows them to enter and move inside engagement range of the enemy.

It is upto the player whether they use march or normal movement if they have the choice. A brigade that is entirely outside of engagement range could choose to use normal movement and this would allow its units to enter engagement range of the enemy. It is not forced to use march movement just because none of its units are engaged yet.

12.33 March Movement Direction

When a unit declares that it will use march movement it is allowed to move in a straight line upto 45 degrees either side of straight ahead.

The wheel distance travelled is not counted against the distance that the unit moves, the march move being measured from the centre front of the unit. The unit will then move in a straight line following the direction of travel.

12.g March Movement Direction
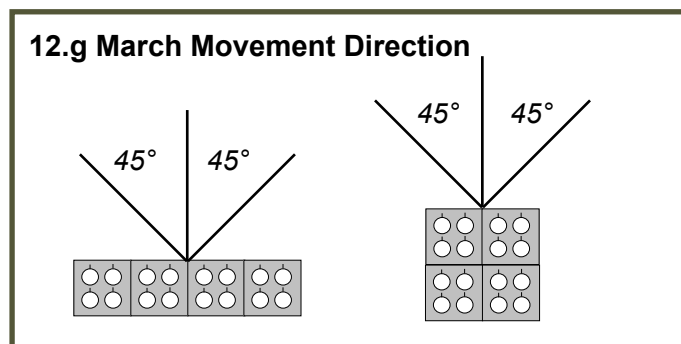
At the end of its march movement the unit remains facing in the direction that it travelled, the unit may not change direction at the end of its move, no matter how much of its movement allowance it has remaining.

12.34 March Movement Penalties

A unit that has its movement halved for crossing difficult terrain will have its movement halved as usual but then it will be multiplied by the march move bonus.

For example a light infantry column has its movement halved in a wood from 12" to 6". It is making a march move and so the 6" is multiplied by 3 to 18" speed.

As with normal movement half speed march penalties are not cumulative. A unit that is reduced to half of its march speed for bad going will not be halved again if it also crosses an obstacle during its march move.

Note that it is perfectly fine for a unit to have its speed halved and still be able to march through difficult terrain but if that movement would also cause disorder then march movement is not allowed.

March movement distances can be very substantial and only allowing a single turn at the start means that units cannot snake about all over a battlefield weaving in and out of units and obstacles. As all of this movement is outside engagement range players can be a bit more easy going with measurements in order to speed up play. A slight deviation from a straight line to avoid the edge of a terrain feature or unit may also be acceptable. Just don't take the piss.

12.35 March Movement on Roads

Where a unit is in march column and starts and remains entirely on the road for its movement it may follow that road regardless of the direction or path that it takes.

To count as starting on a road the front most stand of the march column must be on the road, the other stands in the column do not necessarily have to be. However, if any of the remaining stands are in bad going the units movement will still be halved. Therefore the road bonus, march movement multiplier and terrain half move penalty could all apply!

For example a unit starts the movement phase in a march column with the head of the column on a road but the tail is still in woods beside of the road. The unit will have 12" move for column, +6" for road bonus, then halved for terrain to 9" and then tripled for march movement in column for an allowance of 27" along the road.

The unit can use its full march speed and it will also gain the road movement bonus (12.25). This will be doubled or trebled according to the unit type that is marching.

The unit cannot change formation or about face and so must continue along the road facing in the direction of travel. It is allowed to take any route it likes when encountering forks or junctions. All other march move restrictions still apply.

12.36 Leader Movement

Leaders that are not attached to a unit can move during the movement phase. They have a 24" (16") movement allowance and can use march movement if they start and remain outside engagement range.

Leaders cannot come within 1" of any enemy unit during their movement and cannot enter impassable terrain. They do not count other terrain as bad going and will never suffer the half movement penalty. Leaders can gain road bonus if their entire movement is along a road.

Leaders can interpenetrate all friendly units and neither the leader or the unit passed through suffers any movement or disorder penalties for doing so.

Leaders can take any route they like for their movement within the above restrictions. They can make as many turns, direction, facing changes as they like and are not restricted to moving in a straight line during march movement.

12.h March Movement Example

▼ *A, B and C each have a 36" march move available to them while D has 18" so long as they remain more than 18" away from all enemy units. All 4 units belong to the same brigade and the player chooses to have them use march movement for this phase.*
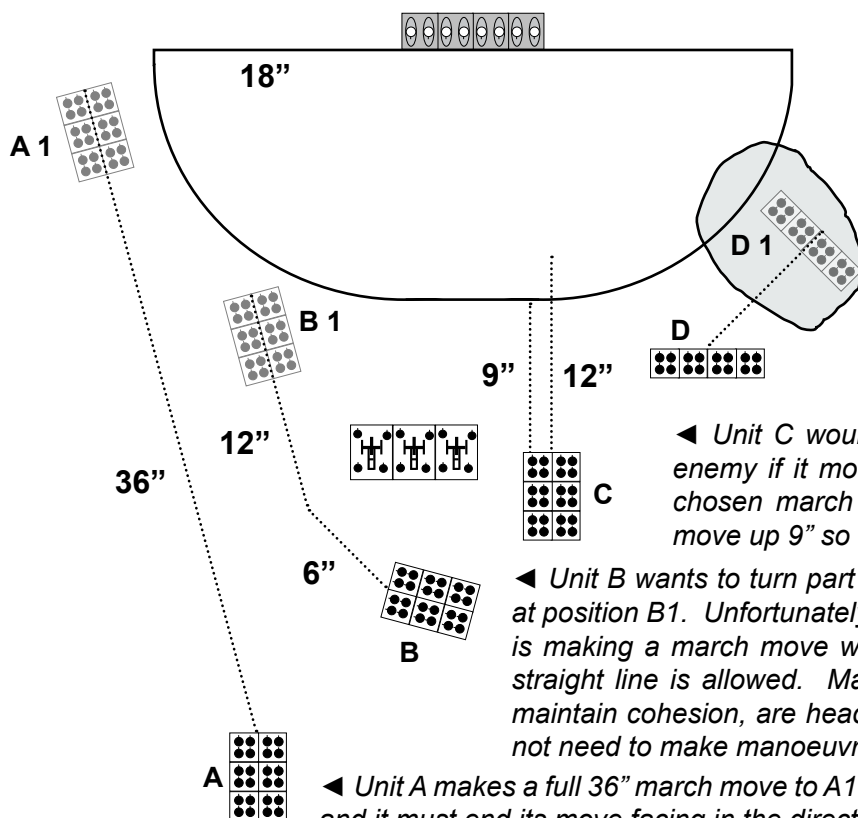
◄ *Light infantry unit D makes a turn of 45 degrees and then a march move into the woods which restricts it to half speed. It moves 45 degrees to its right measuring 9" (line speed x2 then halved) from the centre front of the unit but making sure it will not come within 18" of the enemy. After it has moved the unit ends at D1 facing in its direction of travel. Had D not been light infantry it would not have been able to march into the wood due to the disorder caused by this terrain.*

◄ *Unit C would be entering engagement range of the enemy if it moved forward 12" and as the brigade has chosen march movement it could not do this. It could move up 9" so as to remain outside of engagement.*

◄ *Unit B wants to turn part way through its march move and end up at position B1. Unfortunately it will not be able to do this as the player is making a march move with this brigade and only movement in a straight line is allowed. March movement is ideal for brigades that maintain cohesion, are headed in the same general direction and do not need to make manoeuvres.*

◄ *Unit A makes a full 36" march move to A1. It has not made any turn during its move and it must end its move facing in the direction it travelled.*

12.37 Leader Displacement

Friendly units that would end their movement on top of a leader will displace that leader to the nearest point where it can fit. A unit cannot attach a leader by moving on to them, leader attachment phase is the only time that a leader can be attached to a unit.

When an enemy unit would overrun a lone leader that leader is moved so that they remain at least 1" away from the enemy. This does not stop the leader from moving in their own movement phase as normal.

If the leader has no safe place to be displaced to due to impassable terrain or enemy units for example then they are captured instead and will have to be replaced as though they have become a casualty (10.12).

12.38 Entering the Battlefield

Scenario specific rules will dictate where, when and how troops arrive during a battle. Moving from off table can be a problem when enemy forces are close to the arrival point. New arrivals can delay their arrival if they choose, this will give them additional options for how and when they enter the battlefield.

A formation that would be arriving on table in march columns can delay its arrival by a turn and enter the table deployed instead. It can make a march move as normal when it enters depending on the distance to the enemy but is not allowed to charge any targets.

For example units that would enter at a single point, such as a road entry, can instead enter upto 12" to the left or right of the road that they would have come down.

Note that this option allows the entire formation to deploy for battle, repositioning units and batteries as well as changing formations ready to fight. It is more than just allowing individual units to change formation before entering the battlefield.

Limited tabletop space may mean that new arrivals are forced to enter a battle right in the face of an enemy. In reality these forces would deploy first rather than arrive on table strung out in march columns and end up being massacred.

12.39 Halt Movement Restrictions

Various results throughout the rules will force a unit to place a 'Halt' marker and this means that they have very limited movement options.

The unit may not charge or move normally during the movement phase, nor may it remove any Disorder as this would use its movement allowance for the turn.

A Halted unit cannot react to enemy charges by attempting to form square, by evading or making a counter charge. Halted skirmishers cannot give way in front of formed enemy and will be dispersed if they are contacted by them (20.6).

12.40 Brigade March Movement

This has already been mentioned (12.31) but is worth expanding upon. Each brigade as a whole will either choose to use march movement or it will use normal movement, the units within the brigade cannot combine the two forms of movement in the same movement phase.

If a brigade has any of its units within engagement range of the enemy then the whole brigade will only be able to use normal movement, no matter how far away from the enemy individual units may be.

If the whole brigade is outside of engagement range then the brigade can choose to either have all of its units use march movement or have all of its units use normal movement.

The engagement status of the actual brigade commander figure or stand is not taken into account, just the units within that brigade.

This rule means that players will benefit by maintaining the cohesion of their brigades. Combined with the command activation rules later on players will quickly find that if their units spread out all over the place brigades will become far less effective and manageable.

13. Terrain

13.1 Tabletop Terrain

Terrain will affect the movement of different troop types to varying degrees depending on the type of unit and harshness of terrain. It can also grant cover bonuses against firing or melee according to the terrain, troop type and whether those troops are attacking or defending.

Each terrain feature, other than open ground, can be broken down into one of 4 types. A major obstacle, minor obstacle, bad going or very bad going. Each has its own movement penalties depending on the troop type passing though or over that terrain.

13.2 Terrain Fire Modifiers

The various types of terrain that you can have on your battlefield have been split them up into two simple categories for cover bonuses, light and heavy cover.

The type of cover that a unit occupies will determine the starting to hit number (14.7) when it is fired upon.

Light cover is scrub, woods, hedges, fences and so on. Heavy cover is buildings, earthworks, entrenchments, stone walls and such.

13.3 Terrain Melee Modifiers

The type of terrain that an enemy unit occupies will have an impact on the starting to hit number used on the melee table (16.6). There are no terrain melee modifiers as such, instead the type of terrain affects the starting chance to hit.

For example, so long as no higher value is to be used, infantry that attack an enemy defending light cover will use a starting to hit number of 5+.

Note that defending cover applies to linear obstacles such as walls, hedges, trenches etc, or a unit that is garrisoning a BUA. Just being in woods, scrubland or on a BUA template may give cover against fire but will not count as 'defending' cover for melee purposes.

13.4 Variable Terrain Modifiers

Players are free to decide the cover benefit of terrain according to their own scenario design. It is possible for terrain to have different modifiers for firing compared to melee or even affected on different troop types if players deem it appropriate.

For example a wooden fence can be classed as light cover against small arms fire but no cover at all against artillery fire.

13.5 Fortifications

Light and heavy cover can also be fortified increasing the starting melee to hit number and adding a further penalty to firing at troops in that cover. This terrain is called 'fortified light cover' or 'fortified heavy cover'.

13.6 Movement Penalties

The terrain table shows penalties for crossing linear obstacles and moving through bad going.

Terrain Movement Penalties (8.3, 12.5 & 13.6)			
	Light Infantry	Heavy Infantry	Cavalry & Artillery
Minor Obstacle	No Effect	1/2 Mv	1/2 Mv + Disorder
Major Obstacle	1/2 Mv	1/2 Mv + Disorder	Not Allowed except via path or opening
Rough, Light Wood, Orchard	No Effect	1/2 Mv + Disorder	1/2 Mv + Disorder no recovery
Wood, Marsh, BUA	1/2 Mv	1/2 Mv + Disorder no recovery	Not Allowed except path or SSR
Skirmishers: No Effect for any of the above terrain.			

NE means no effect for that terrain type.

Not allowed means that the troop type cannot enter or cross that type of terrain unless it is by road or path or a scenario specific rule (SSR) allows them to.

1/2 Mv means that the unit will lose half of its full movement allowance.

Disorder means that the unit will gain disorder for moving into or over that type of terrain.

Disorder no recovery means that the unit will gain disorder for moving into or over and it cannot remove its disorder while in or on this type of terrain.

Disordering terrain will stop a unit from using march movement (12.31) in, through or over that type of terrain feature.

13.7 Linear Obstacles

An obstacle is a fence, wall, hedge, abatis, entrenchment – basically any thin linear obstacle that the unit has to cross. The amount of movement it costs the unit depends on the severity of the obstruction and the type of unit that is crossing it.

There are two grades of linear obstacle - minor and major. Minor obstacles might be wooden fences, drainage ditches alongside roads, sparse hedges etc. Major obstacles would be bocage type hedges, high walls or steep sided gullies etc.

A unit that has not entirely crossed a linear obstacle will continue to pay the terrain penalty while it straddles that obstacle. As with bad going if any part of the unit is in or on terrain that halves its movement then the unit will continue to suffer its penalties.

Movement over a linear obstacle does not necessarily mean every man and horse is leaping over them. Units had sappers to clear paths through difficult obstacles or you can assume that the troops are passing through existing paths and gaps and reforming at the other side. Either way the ease with which they can pass determines their movement and disorder penalties.

13.a Linear Obstacles Example

B1

B

6"
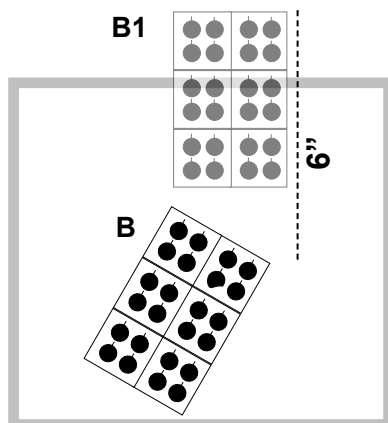
◄ *B is heavy infantry crossing a hedgerow which is classed as a minor linear obstacle. The unit will lose 1/2 of its movement allowance while it is crossing this obstacle, it moves 6" from B to B1.*

B3

6"

B2
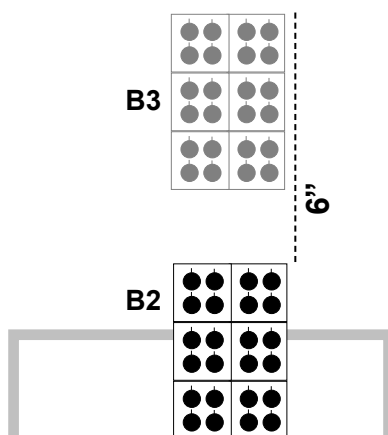
◄ *Next movement phase the unit is still straddling the terrain feature and so it will still pay the half movement penalty (B2 to B3) until it has fully cleared the obstacle. If this unit were light infantry it would not have any reduction in movement.*

Yes, it has paid the 'penalty' twice but this rule covers units moving along obstacles, multiple obstacles in close proximity, having to ask 'did you pay the 1/2 move for that last turn?' and so on without the need for additional rules.

13.8 Disorder in Bad Going

Moving in bad going gives disorder for troops according to their type and some units will not be able to recover their disorder while in bad going.

Light Infantry are not disordered by moving through bad going but they are still reduced to half speed.

For example formed heavy infantry unit in line moving through bad going would have a 4.5" move and gain disorder. If they were light infantry they would still be reduced to 4.5" move but would not be disordered.

Changing face or formation counts as movement for purposes of terrain and disorder.

Continuing the example above if the heavy infantry unit changed from line to column it would immediately become disordered, even if it did not move any further afterwards.

13.9 Terrain Height

Each piece of terrain is given a height in levels, this allows players to determine whether a unit can see or be seen over particular terrain features.

Each hill contour is one level. A built up area can be one or two levels high depending on type. Small woods or orchards can be one level high while forests could be 2 levels. These levels are cumulative so a forest on top of a 2 contour hill would be a level 4 obstacle to line of sight.

Players use the relative heights of the terrain features to calculate whether they can be seen over and if so how much dead ground there is beyond them.

13.10 Dead Ground

If the viewer is higher than the obstacle there is an amount of dead ground equal to the distance between the higher unit and the farthest point of the obstacle.

For example a unit on a level 2 hill has a level 1 orchard, the furthest edge of which is 10" away from it. This means that there is 10" of dead ground beyond the orchard and any unit in this dead ground cannot be seen by, or see, the unit on the hill.

Each additional level of difference between the viewer and the obstacle will halve the amount of dead ground beyond the obstacle. No matter the height difference and distance there will always be at least 3" (2") of dead ground beyond any obstacle.

Continuing the example above suppose the hill was 3 levels high instead of 2, this would reduce the 10" of dead ground beyond the orchard to only 5". A level 4 hill would halve the 5" again to 2.5" but the minimum of 3" (2") dead ground rule would apply.

For overhead fire regarding friendly units see 14.16.

Dead ground line of sight is reciprocal, if the higher level unit cannot see the lower level unit then the lower level cannot see the higher either.

Obviously terrain features and figures are way out of scale on the tabletop so peering from figure 'eye level' and seeing if you can spot the top of another figures head isn't really the best method of determining line of sight (!!). Dead ground is one of those easier to play than explain rules.

13.11 Hills

Hills can be made up of multiple contour levels and can either be steep or gentle slopes. Artillery and Infantry units defending uphill will gain a melee bonus.

13.b Dead Ground
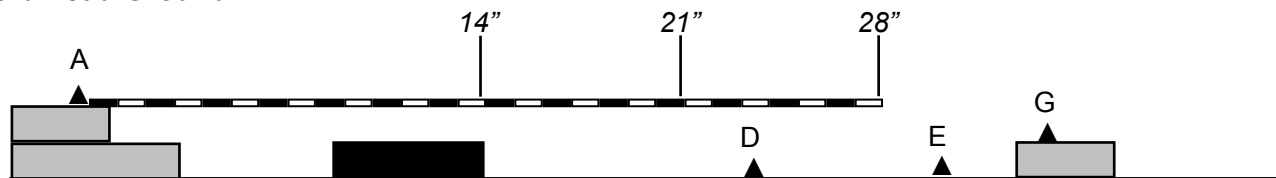
Unit A is on a level 2 hill and can see over the level one wood. The player measures to the farthest point of the obstacle and sees that it is 14" away. As the hill is 1 level higher than the obstacle the amount of dead ground is equal to the distance to the obstacle, in this case 14". Unit A can see units E and G but not unit D. If A were on a level three hill instead then the amount of dead ground would be halved to 7" and so A would also be able to see unit D.

Gentle slopes offer no movement penalty to troops going up or down. Very steep slopes can be counted as rough ground and the appropriate movement penalties are applied if the terrain feature warrants it.

Each hill can be multiple contours in height and all terrain is broken down into 'levels' of height.

For example a hill that has 2 contours is 2 levels high. Troops that are on the first contour of the hill are at level one, those on the higher contour are at level 2.

Players will have to decide for themselves whether their hills have crest lines, flat topped plateau or a combination of both. Line of sight rules onto or across hills can be vastly different depending on the actual physical scenery the players posses.

13.12 Bridges

Bridges can be of any size, crossing impassable rivers or spanning small streams that can be forded with little difficulty. When moving and attacking over a bridge there are some penalties imposed.

A march column can cross a bridge with no additional penalties. Any other formation will cross at half speed, this reflects the troops crossing and reforming at the other side. Should the players have a very big bridge longer than the movement allowance of the unit then so long as the unit starts at one end of the bridge it can cross completely over to the far end in a single turn.

If the other end of a bridge is defended and there is no room to deploy on the far side then the unit must try to close and melee the enemy.

To calculate the starting to hit numbers in melee (16.6) the bridge defenders will count as being in heavy cover and against cavalry will count as occupying disordering terrain.

Where a unit is trying to move over a bridge using march movement the unit may deviate from their straight line (12.33) to cross the bridge. The unit must take the most direct route to the bridge and then continues straight from there to its destination. Effectively a bridge allows a marching unit to put a 'turn' into its move when it comes off the bridge.

13.13 Woods & BUA

Woods and Built Up Area (BUA) templates are treated in the same manner for line of sight into or out of the edge and for troops that are both inside. Where a BUA has been garrisoned the rules are different (24.3) but while a unit is simply moving through or standing in a BUA it follows the same rules as given here for woods.

Visibility is 1" into a wood if one unit is on the outside and the other inside. Visibility is 3" (2") if the spotting and target units are both within the woods.

Firing is determined by individual stand and it will be possible for some stands to have visibility while others do not.

For charge declarations any part of the target being visible will allow a charge, it does not necessarily have to be the point where contact will be made.

A unit that is occupying a wood should get the benefit of the cover against firing but when it comes to melee they are not counted as defending cover. The unit is simply occupying bad going and suffers all of the appropriate penalties according to its type. For a unit to gain the melee benefit of defending a BUA they must have changed formation to garrison it.

13.14 Artillery Deployed in Bad Going

The standard rule is that artillery may not deploy in bad going, in woods for example. However there are terrain types that can be classed as bad going but artillery could still reasonably deploy in them.

Players can use scenario specific rules SSR (22.3) to indicate where and when this is possible and is often used to represent pre-positioned batteries at the start of a battle.

14. Firing

14.1 Small Arms & Artillery Fire

Firing is carried out simultaneously by all units so casualties and effects are not applied until the end of the fire phase.

Firing units roll 1D6 for each stand that has a valid target within range and line of sight and each stand checks its ability to fire separately from the others in the unit.

14.2 Fire Arc and Line of Sight

Fire arc is 22.5 degrees either side of straight ahead for most units though skirmishers, squares and garrisons have a 45 degree arc instead.

Line of Sight is determined by individual stand and it is possible to have some stands of a unit able to fire at a target and others not.

Each firing stand must have at least a base width path free of obstructions in able to shoot at a target. This means that the path of fire from the stand cannot touch any other blocking terrain features or units before it reaches the target. In addition friendly units in the path of fire (14.3) may add additional restrictions.

Squares (14.14) and garrisons (24.4) have their own slightly different rules to cope with the more awkward positioning of stands within the unit.

In addition to the above restrictions the firing stand must also be able to see an entire stand of the target to be able to affect it with small arms or artillery fire. If only part of a stand is visible to the firer then that stand may not fire at that target.

14.a Path of Fire Example

◄ B is firing at its maximum angle of 22.5 degrees at target A. The rightmost stand of B (B4) only clips the back stand with part of its fire path so it cannot fire at A.

▲ The other three stands of unit B each have a full stand within their fire path so they can fire.
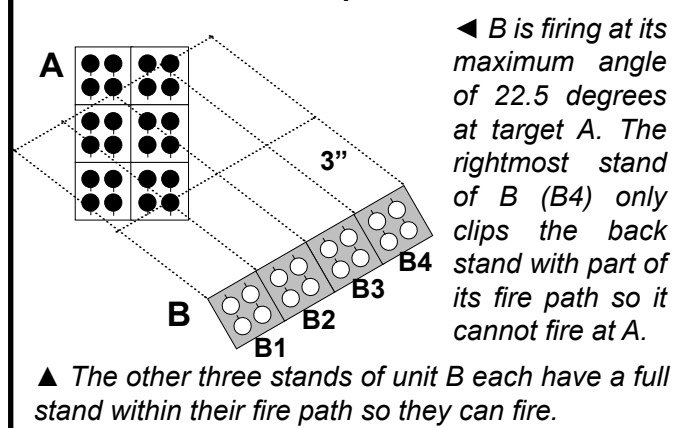
14.3 Blocked Friendly Fire

For a stand to be able to fire at an enemy there can be no part of any friendly unit directly to the firers front inside its flank lines and within 3" (2"). If there is a friendly unit within this zone then that stand cannot fire regardless of the individual stands line of sight to other targets.
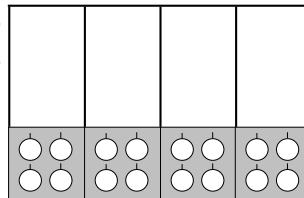
Each stand within the unit checks its 3" friendly fire zone individually by extending along the stands flank lines.

Skirmish units have a danger zone and will block friendly fire in the same manner as formed stands. They also follow the same friendly fire rules as other units, if a skirmish stand has a friendly base within 3" directly in front it will stop that skirmish stand from firing.

14.b Friendly Fire Example

▼ All stands of unit C have the enemy column A within range and a clear 22.5 degree fire arc but unit B is within 3".

◄ The rightmost stand of C has a friendly unit directly to its front within 3" so cannot fire while the other 3 stands of C can fire at A.

◄ Note the Friendly Fire rules mean the stand is not allowed to fire even though it has LoS to A (as indicated by the dashed line).
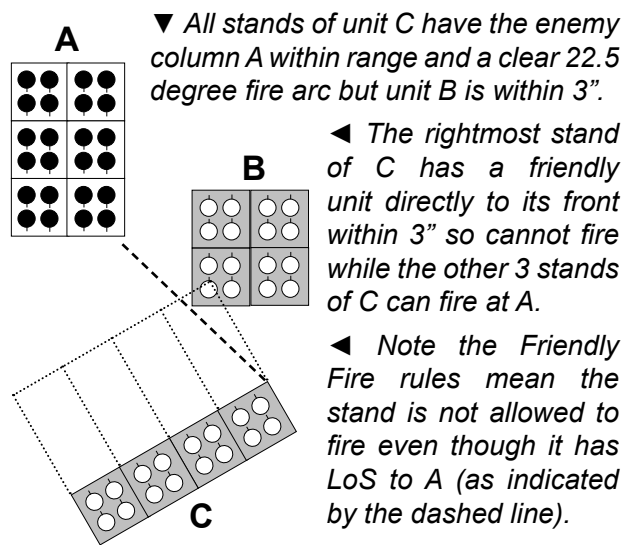
14.4 Firing Range

Range is measured from the closest point of the firing stand to the closest point of the target. Due to the position of the firer and the target some stands may be at different ranges to the same target and so they will apply different range modifiers.

In example 14.a to the left stand B1 and B2 are both within the 3" effective range band for smoothbore muskets and will suffer no range penalty. Stand B3 is at long range and will have a -1 applied to its die roll.

As has already been mentioned the rules here are written for 'ideal' 2R&F basing. If armies are based differently then players may have to come up with specific house rules to cope with the differences.

The small arms and artillery fire tables show the close, effective and long the range brackets. The first number indicates the range for 28mm figures, the brackets for the 15mm version.

For example using the '28mm' ranges a smoothbore musket (SBM) has an effective range of 3" and a long range of 9". If using the '15mm' ranges the effective range becomes 2" while long range is 6".

14.5 Small Arms Fire Procedure

Players state which unit is firing and at which target, measure the range to the target and make sure that the firing stands have the enemy in range, firing arc and that the firer is not blocked by friendly fire (14.3).

Units may split their fire against multiple targets and, unless being charged, there are no target priorities.

Target priority rules can cause as many problems as they fix and can often be unrealistically exploited. While there are no strict priority rules players are strongly encouraged to fire at the most 'obvious' target rather than popping away at someone far away just to cause a morale test.

When you have determined how many stands will fire you find the starting to hit number required (14.7) and roll 1D6 per stand firing.

These die rolls are modified by factors such as range, disorder, losses etc and the players are looking to equal or exceed the target number. Each hit will cause a casualty inflicting Break Point (BP) loss on the target.

There are no moving and shooting penalties, you do not need to keep track of units that have moved during the previous phase.

Small Arms (14.5)	Effective -	Long -1
SBore Musket (SBM)	3" (2")	9" (6")
SBore Carbine (SBC)	-	3" (2")
Rifled Musket (RM)	6" (4")	15" (10")
Rifled Carbine (RC)	3" (2")	9" (6")
Early B'load Rifle (EBLR)	9" (6")	18" (12")
Late B'load Rifle (LBL)	15" (10")	30" (20")
B'load Carbine (BLC)	3" (2")	9" (6")

It is worth pointing out that small arms fire does not have a 'close' range. When you are working out the range to hit modifier (14.8) it will either be effective range (no change) or long range (-1).

14.6 Artillery Fire procedure

Each artillery stand rolls 1D6 and the chance to hit is determined according to the range to the target in the same manner as with small arms fire and using the same to hit number system.

When firing an artillery stand you measure the range from the closest point of the firing stand to the closest point of the target.

Artillery have a 22.5 degree fire arc and, excepting overhead fire (14.17), follow the same line of sight , fire path and friendly fire rules as for small arms fire.

Unlike small arms fire artillery has 3 range brackets, close, effective and long but still uses the same firing system as for small arms fire.

Artillery (14.6)	Cls +1	Eff -	Lng -1
Lt SBore (LSB)	6" (4")	18" (12")	36" (24")
Med Sbore (MSB)	9" (6")	24" (16")	48" (32")
Hvy Sbore (HSB)	12" (8")	30" (20")	60" (40")
Med Rifled (MR)	12" (8")	36" (24")	72" (48")
Hvy Rifled (HR)	15" (10")	45" (30")	90" (60")
Med B'load (MBL)	12" (8")	36" (24")	72" (48")
Hvy B'load (HBL)	15" (10")	45" (30")	90" (60")
Lt Howitzer (LH)	3" (2")	12" (8")	36" (24")
Hvy Howitzer (HH)	6" (4")	18" (12")	48" (32")
Overhead fire 6" (4") clearance & target must be at least 6" (4") past intervening friendly units (14.17)			

14.7 Fire To Hit Numbers

Each stand has a basic to hit number determined by the situation of the firer or the target. The player checks the table below and uses the starting to hit number that is highest up on the table, all others are ignored.

For example an infantry unit firing at the rear of an attack column that is in light cover would check down the list until it reached the first one that applied to that situation 'Small arms fire uphill or at target in light cover' and it will use a starting to hit number of 5+.

Fire Combat (14.7) Starting to hit number	
Target in fortified heavy cover	7
Smoothbore musket / carbine vs cavalry	6
Target in heavy cover or fortified light cover	
Target is deployed artillery or skirmisher	
Small arms fire uphill or at target in light cover	5
Target in square, march column or flank / rear	3
Target in column or double line shot at by artillery	
If none apply then to hit number starts at 4+	

Target in Fortified Heavy Cover. This is the best cover that can be applied in the game.

Smoothbore musket or carbine vs cavalry. When these small arms are firing at any cavalry. This applies to both smoothbore musket (SBM) and carbine (SBC).

This high starting to hit number factors in the slow reload, short range and inaccuracy of these weapons relative to the time that cavalry would actually remain within range and suffer the effects of multiple volleys.

Target in Heavy Cover or Fortified Light Cover.

Target is deployed artillery or skirmisher. Limbered artillery count as a normal target and this to hit number would not be used.

Small arms fire uphill or at target in light cover. Only small arms fire is affected by the target being uphill or in light cover. Artillery fire will ignore this to hit number when firing uphill or at targets in light cover.

Target in square, march column or flank / rear. Small arms and artillery will use this to hit number line against appropriate targets.

Target in column or double line shot at by artillery. This modifier is specific to artillery fire at targets in column or double line so small arms fire does not use this starting to hit number. Squares, march columns or flank and rear aspects that are shot at by artillery would already have used the line above on the table.

Players will quickly get to know the situations on this list and after a game or two at most will see at a glance whether the default 4+ will apply or not without even checking the table. Honest.

14.8 Fire To Hit Modifiers

Once the initial to hit number has been found the player then adds or deducts these basic modifiers that apply to all units and targets.

Fire Combat (D6) (14.8) to hit number Modifiers	
Fire combat modifier	-2 to +2
Close / Long range	+1 / -1
Disordered unit	-1
Losses 1/3 or 2/3	-1 or -2
Breech loading small arms or artillery	+1

Fire combat modifier. The troop quality will indicate whether a unit has a positive modifier for its firing or a negative. The largest modifier of +2 or -2 should only be used in exceptional cases, +1 or -1 are most common.

Close / Long range. Targets at long range have a -1 to hit penalty while those at close have a +1 to hit bonus. Targets at effective range have no modifier. It is worth noting here that small arms do not have a 'close' range band, their range bands are effective and long.

Disorder. A unit will apply a -1 to hit modifier if it is firing while disordered.

Losses, 1/3 or 2/3. When a unit has lost 1/3 of its break points it suffers a -1 to hit, when it has lost 2/3 or more it suffers a -2 to hit.

Breech loading small arms or artillery. Troops armed with these weapons gain a +1 to hit.

Continuing the example from the previous page the initial to hit number is 5+. The target is within effective range, the firer has a +1 for its fire combat modifier but it is at 1/3 losses (-1) and disordered (-1). This will give a net -1 modifier and so the player needs to roll 6's to hit.

14.9 Target Cover Modifier

When firing at targets that are partially in and out of cover the starting to hit number may be different depending on the position of the stands that can be targeted. As with line of sight and range each stand will check its ability to fire and the modifiers that apply individually.

14.10 Splitting Fire

A unit can split its fire against multiple targets but if it chooses to do so it must declare all of its targets and how many stands are firing before any dice are rolled. There are no target priority rules except when charges are concerned when the unit must fire at the enemy charging it in preference to any other target (14.16).

14.11 March Columns Firing

A march column may fire with its frontmost stand only as this formation represents column of companies or half companies as well as march columns.

14.12 Skirmish Fire

Skirmish stands still have to have the target within range and an unobstructed line of sight with a base width 'lane' to fire through. Skirmish stands have a 45 degree arc of fire as opposed to the usual 22.5 degrees.

14.13 Skirmishers Blocking LOS

Small arms fire against skirmishers is conducted as usual with all line of sight and targeting rules.

Artillery can ignore enemy skirmishers for line of sight purposes so long as those skirmishers are further than 6" (4") away from the firing artillery stand. This is explained more fully in chapter 20.

14.14 Squares Firing

Squares can fire but their choice of targets is restricted to enemy units that are within effective range. Squares may not fire at targets at long range.

Square firing rules are similar to those for garrisons (24.4) in that players do not have to measure range and arc from each separate stand of the unit. Fire from a square has a 45 degree fire arc rather than 22.5 degree as for normal small arms fire.

A square can fire with upto 50% of the stands in the unit but only one stand is allowed to fire from any one face of a square. A squares fire can be split amongst multiple targets but chargers are still a priority target.

For example an 8 stand unit of Prussian infantry in square could fire with a maximum of 4 stands, one from each face. A 6 stand unit could fire with 3 stands, one stand from each of 3 separate faces.

The player does not need to check line of sight or range from individual stands. Range is measured from the closest point of the square to closest point of the target.

There must still be a valid base width gap for a square to fire through, if there is not then the number of stands that can fire may be restricted by the width of that gap.

An enemy unit that is within fire arc and range of multiple faces of a square can be fired at by more than 1 stand. The 1 stand restriction is by facing of the square, not by the target being fired at.

14.15 Firing in Woods

This is limited to the visibility within woods 1" into the edge of a wood from outside, 3" (2") if both units are inside the wood.

As with ranges and firing arcs each stand checks its eligibility to fire separately. Depending on the position of the stand it is possible that some stands within a unit will have line of sight while others do not.

14.16 Charges & Firing
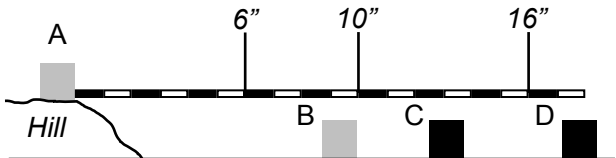
When you are being charged it may be that some stands can fire at the chargers and others cannot. This means that you will fire part of the unit against the chargers and part against any other valid target. Where a stand has a choice of target it must fire at the chargers in preference to any other target.

14.17 Overhead Fire

Overhead fire deals with firing over the heads of friendly units. Only artillery can fire overhead, no small arms overhead fire is allowed.

The following rules deal with troops that wish to fire over an intervening friendly unit rather than firing over terrain using the dead ground rules (13.10).

14.c Overhead Fire

In the example above artillery unit A is on a higher elevation than the intervening friendly unit B and so it is eligible for overhead fire.

Friendly unit B is easily more than 6" away from A but less than 3" from C. This means that C is not a valid target as unit B is too close to it for safe overhead fire. Unit D is 7" away from B and is a valid artillery target even though it is within 6" of unit C. The artillery does not care about safe zones or friendly fire with C as it is an enemy unit.

It is worth noting that if D were an artillery unit it would not be able to fire back at unit A. This is because it has a friendly unit, C, within 6" of its front. There is a difference between being able to see a target and being able to shoot at it without stray shots hitting your friends in the back.

When a player wants to fire over the heads of intervening units there must be at least 6" (4") between the firer and the unit they are firing over. In addition the target must be at least 6" (4") further past that friendly unit.

Part of the target unit may be obscured while some is not. So long as at least one entire stand is visible and 'safe' for the firer to shoot at then that unit is a valid target for overhead fire.

14.18 Overhead Howitzer Fire

Overhead fire from units on the same level is not allowed with the exception of howitzers. Howitzers can carry out overhead fire over a friendly or enemy unit but not over a terrain feature that blocks LoS. The howitzer cannot be firing at close range, it must be medium or long range fire.

The overhead fire rules from 14.17 above apply so there can be no obstructing units within 6" (4") of the firer and there is 6" (4") of 'dead ground' beyond friendly intervening units.

14.19 Hits & Break Points

The total number of hits a unit has suffered so far in the battle should be kept track of with counters or markers of some sort.

The number of hits a unit suffers in a particular fire phase has no impact on any subsequent morale test, just its overall loss.

If a unit has lost all of its BP to fire it is routed and removed at the end of the fire phase after all of the firing has been completed (14.21).

14.20 Leader Casualties

Leaders that are attached to units will be at risk of becoming casualties if the unit that they are attached to takes losses from fire or melee.

After firing hits have been calculated against the unit the firer rolls 2D6 and must score less than or equal to the number of hits that have been suffered in that phase. See the leader rules 10.13 for full details.

14.21 Routed by Fire

A unit that has lost its last BP has not been wiped out entirely, rather the troops have had enough and are routing from the field with no chance to rally them.

As firing is deemed to be simultaneous, at the end of the fire phase any unit that has lost its last BP will rout and disperse. Up until this point it is still present and will block line of sight as usual.

The compulsory rout distance is 1D6+9" (4") for foot and 2D6+9" (4") for mounted. This movement is made to see whether the routing unit interpenetrates any friendly units, thereby causing disorder tests.

If there are any cases where the order in which units rout is important the first side routs their units and then the second side. The owning player can rout their units in any order they choose.

14.22 Defensive Fire & Charge Tests

Units that have charged an enemy that fires upon them and causes casualties may have to take a charge test to see whether they charge home.

The target of the charge and any other units able to do so will fire at the charging unit, marking hits and morale test requirements as usual with one exception.

If the charging unit has not lost enough BP to force a morale test then they may still have to pass an elan 'charge test' to charge home to contact.

If the charging unit has suffered any BP loss from fire by the target of the charge they will have to take a charge test (11.7) during the morale phase. This is taken in the same manner as any other elan test.

Note that it must be the target of the charge that caused the BP loss to force this charge test. If other units fired at the charger and caused hits then this may still cause a morale test as usual but would not be enough to cause a charge test.

Elan Tests (2D6)	
Starting morale value of unit	5 to 9
Attached Commander Leadership	+0 to +2

If the test is passed there is no further effect, the unit remains in base to base contact with the target of its charge and melee will be fought.

If failed then the charging unit immediately makes a fall back (17.13) compulsory move away from the enemy and is marked as disordered.

14.d Charge Test Example

◄ *Unit A has been charged by B and C and during the fire phase A will issue fire against both targets. One stand fires at B, 3 stands at unit C.*

▲ *Player A's fire causes one hit on unit B and two on unit C. This means that unit B will have reached 1/3 losses and so requires a morale test while unit C only has 3 losses so does not need a morale test.*

However, as unit C has suffered losses from the target that it charged it will need to take a charge test to see whether it actually charges home.

Unit B takes a morale test and passes. As it has taken a morale test it does not also need to take a charge test so unit B remains in contact with A and will fight during the melee phase.

Unit C has not taken enough losses to require a morale test but it must still take a charge test. It fails this test and immediately falls back 2D6+9" and is marked as disordered.

A unit will never have to take both a charge test and a morale test in the same phase, it will either do one or the other.

The 1/3 losses requirement for taking a morale test remains the same whether the unit is charging or not. If a charging unit has not reached the point that it needs a morale test it may still 'balk' when charging a target that puts effective fire upon it - hence the Charge Test. If the charger needs a morale test it supercedes the charge test so a unit will never need to do both during the same morale phase.

Players can choose to take their morale tests and charge tests in any order they like. There is no requirement for all morale tests to be made before charge tests for example.

14.23 Automatic Miss or 7+ to Hit

When a unit is firing at any enemy unit no matter the modifiers any D6 roll of 1 will always miss.

There will be many cases where a firing unit needs to roll 7 or more on a D6 to score a hit. In this case use the 7+ to hit rule (6.12).

14.24 Artillery Low Ammunition & Fatigue

Artillery batteries cannot fire at full effect throughout a whole day without suffering penalties to their fire through low of ammunition & fatigue (LAF).

This effect is represented by reducing the break points of an artillery unit as opposed to giving it an out of ammunition penalty.

This means that low ammunition and fatigue penalties are something that cannot be 'recovered from' so players will have to decide whether some targets are worth the penalties.

Artillery Low Ammunition & Fatigue (14.25)
Two 1's cause 1 hit. Odd number of 1's then roll 1D6, score 1-3 =1 hit, score 4-6 = no hit.

Each battery will begin the battle fresh unless scenario rules say otherwise. Whenever the unit fires there is a chance that it will be affected by LAF (Low Ammunition & Fatigue).

When an artillery unit fires the rules assume that the gunners are firing as fast as they can to do the most damage possible, they are always on 'intensive fire' mode. There is only so long that artillery can sustain this rate of fire during a battle. The low ammunition and fatigue rules here may seem harsh but they do force players to use artillery historically instead of just finding a good spot and blasting away at everything they can see for the entire day.

Any time the battery fires it can possibly lose break points for initial rolls of '1' on a D6. Note that when requiring 7+ to hit (6.12) it does not matter if the subsequent 50/50 roll is a 1, just the initial to hit roll.

The player fires the battery, applies hits to the enemy target as usual but then checks the amount of 1's that were rolled. For each two 1's rolled the unit loses a BP. If only a single 1 has been rolled then this is a 50/50 chance of causing a BP loss (in the same way as when rolling 7+ to hit). The player rolls a subsequent D6 and a score of 1-3 means that the low ammunition and fatigue effects apply and the unit loses a break point.

For example a 3 gun battery splits its fire two D6 against one target and one D6 against another. The two D6 rolls are 3,5 and the single D6 roll is a 1. As the battery has scored a single 1 with its fire this phase it has a 50/50 chance of losing a BP. It rolls another D6 and the score of '2' means that the battery loses a break point.

It is possible to suffer multiple break points each turn. There is no limit to the amount of BP that a battery can lose to low ammunition and fatigue effects over the course of a battle.

Suppose our 3 gun battery fired next turn and scored 1,1,5, this would be an automatic break point loss, no subsequent roll is required as the two 'half' effects are combined for an automatic BP loss.

> *Given average rolls any battery firing at full effect will wear itself out at the same rate no matter how many stands it has, even if it seems like bigger batteries suffer more.*

14.25 LAF Break Point Loss

The Break Points (BP) that are lost by the artillery unit are removed during the fire phase after all fire from that unit has been completed. If you split fire at multiple targets then carry out all the firing first and then apply any LAF losses.

Break Point loss caused by low ammunition & fatigue effects alone does not cause a morale test on the artillery unit, though they will still take morale tests as usual if they lose BP to enemy fire.

For example during the fire phase our artillery unit from the previous example is already marked with 2BP loss. It fires at an enemy unit and scores 1,3,3 with a subsequent 3 roll it loses another BP to LAF effects. This puts it at 1/3 losses but as the loss was caused by LAF it does not cause a morale test for the artillery.

It is possible that the BP loss could be the last break point of that unit. In this case it will be removed at the end of the fire phase as would any other unit that is reduced to zero BP. The only exception is that there is no rout or compulsory movement roll that could disorder friendly units (17.8).

> *Artillery fire is a finite resource, you should not expect batteries to fire endlessly all day at full effect. If you want artillery to be able to put effective fire onto important targets consider not using counter battery fire, fire at a slower rate with only half the stands of the unit now and then, perhaps even keep an artillery reserve!! All of these tactics were used by real armies of the time, its just us wargamers that like to get every single gun into the front line blasting away as fast as possible so as not to 'waste' shots.*

15. Charges

15.1 Charge Declarations

All players declare units that would like to initiate a charge and the target of that charge. There is no set order to this and players are free to declare their own charges before and/or after other players charge declarations. There is no way that a unit can 'miss its chance' to declare a charge in this phase.

Once made charge declarations cannot be cancelled but it is possible that the charge may later be found to be invalid and will not happen. Once the charge declaration process is complete no more charges can be added.

The charge declaration rules allow players to 'wait and see' on purpose as opposed to forcing them to declare charges in some kind of player order and possibly miss their chance to charge at all. While this back and forth sounds like a slightly random system it does work well in practice.

15.2 Charge Order

Once all charge declarations are complete players then pre-measure the charging unit to make sure it is a valid charge. If it is not valid the unit may not charge though it can still move as normal during the movement phase.

Once players have determined if it is a valid charge the targets of those charges may react. Units that choose to evade or attempt to form square are moved at this time before any charging units are moved.

Once all reactions have been completed charging units are moved into contact with their target if they can still reach or towards it if not (see 15.9 and 15.10 for the chargers options). Chargers do not conform to the target stands upon contact, as soon as contact is made with any part of the target the charging unit halts its charge movement at that point.

Units that countercharge, chargers that cross paths or target and charger that diverge will need to pro-rate their movement to see where contact is made.

15.3 Valid Charges

Charge arc is 45 degrees either side of straight ahead, the target unit must start the charge phase within this arc and within range to be a valid target. The charging unit can wheel upto 45 degrees at the start of its charge and then it will move straight towards its target. This wheel distance is measured as usual as part of the charge movement distance available.

If you declare a charge and it was found to be invalid the charging unit can still move as normal during its movement phase.

Note that this is a different situation to a unit that had a valid charge but did not contact the target for some reason. A valid charging unit that charged but did not contact will be counted as having moved, no matter how much of its movement allowance it actually used during the charge, and it cannot move again during the subsequent movement phase.

15.a Charge Contact Example

◄ *A declares a charge against B and is moved into contact with the target.*

► *As soon as the cavalry contact any point of the target the charge halts as at A1. The units do not need to conform to each other in any way.*

All of the stands in the unit fight, there is no need to work out those in contact or overlaps. Here both sides fight with 4 stands.
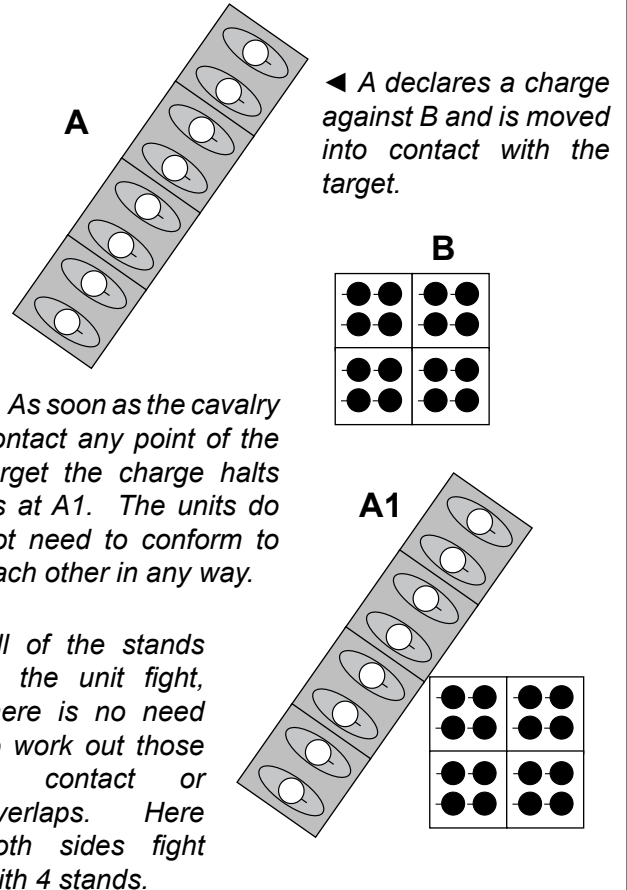
15.4 Prohibited Charges

Cavalry may not charge against troops in buildings and infantry may not charge against formed cavalry in the open. Artillery may never charge. Skirmishers may only charge other units also in skirmish formation.

A unit cannot charge against a target if it has no line of sight to any part of that target and cannot charge a target that is out of range. No unit can charge at a target that is in or blocked by impassable terrain.

Cavalry and infantry can never declare a charge against the same target at the same time. Cavalry and infantry can still end up in melee combat with the same target depending on charge timing and the situation. It is charge declarations against the same target that are not allowed.

15.5 Charge Reactions

The target of a charge may be able to react in certain situations. Charge reactions are evade, form square or counter charge. If none of these are chosen the default is 'stand and fire'.

The unit chooses one of these options only after that charge is found to be valid and the charging unit could contact the target. If the charge is found to be invalid at this point the target does not make any reaction.

Some charge reactions can be declared during the charge phase if a situation develops that allows them, even if the unit was not the initial target of a charge.

For example a French infantry unit has friendly skirmishers in front who are the target of a cavalry charge. The skirmishers successfully evade and the cavalry choose to follow up onto the formed infantry behind. The infantry can react to try to form square, even though they were not the initial charge target.

15.6 Form Square Reaction

When charged by cavalry an infantry unit can attempt to react by changing formation into a square. Infantry in skirmish formation cannot form square as a reaction.

To see if the unit forms square it takes an Elan test, rolls 2D6 and must score equal to or greater than its morale value modified by any attached leadership.

Elan Tests (2D6)	
Starting morale value of unit	5 to 9
Attached Commander Leadership	+0 to +2

If passed they have been able to form square though it will be marked as disordered. If the test is failed they are marked as disordered and must receive the charge in their current formation.

In either case this counts as a reaction move by the unit and so they will not be able to move in their normal movement phase, they can be marked with 'Halt'.

15.7 Counter Charge Reaction

Any eligible unit may elect to counter charge when it is charged. This counter charge does not need to have been declared at the start of the phase.

In the example in 15.5 suppose the unit behind the skirmish screen was French cavalry instead of infantry. Once the skirmishers had evaded and it was decided that the charging unit wanted to continue into the French then those French cavalry could declare a counter charge at that point.

The enemy that is being counter charged must be within the reacting units charge arc. Movement is pro rated in the same manner as normal charges.

15.8 Evade Reaction

When charged limbered artillery have the option to evade. Skirmishers in the open that are charged by formed troops must evade, if charged by other skirmishers they may choose to evade or not. Skirmishers in or behind cover charged by any enemy have the option to evade or not. Cavalry that can be charged by infantry have the option to evade. Retreating units must evade.

Skirmishers contacted in the open by formed troops will be dispersed and are removed immediately, as are retreating units. The charging unit may continue its charge upto its full allowance for this turn (as per 15.9 and 15.10 later). Otherwise an evading unit that is contacted by the charger will fight a melee as usual.

After it has been moved its evade distance the unit is marked as disordered and remains facing in the direction it has evaded unless skirmishers. Units fully in skirmish are not disordered by an evade and may choose to end facing the enemy or facing away.

15.b Charge Example

▼ *French units A and B are fighting Austrians C and D. Which units are contacted during a charge depends on the pro-rated movement and where they meet.*

▼ *Unit C declares a charge against B while A declares a charge against D. Measuring the distance to D unit A finds it is 5" to contact.*

The Austrian player measures 5" of C's charge against target B and finds that it is at position C1 when the French hit unit D. The French player moves A into contact with its target D.

A

A1

D

5"

B

5"

C

C1

► The Austrian cavalry cannot wheel again to bypass A and hit B - their declared target. As per rule 5.10 they must continue to as close to their target as possible and so will charge into the French cavalry and a multiple melee will ensue with units C and D vs A.

A unit that evades cannot rally in the upcoming rally phase and may not move in the movement phase.

The unit must evade directly away from the charging unit and will roll to see how far they move, 1D6+9"(4") for infantry and 2D6+9"(4") for cavalry. As with compulsory movement this evade is not reduced for terrain or interpenetration and the unit may not end its evade on top of another. If it would do so then the evader is moved beyond that unit so that it has moved at least its full evade distance.

15.9 Evade & Charge Options

The charging unit can either halt on the spot the evading unit left or carry on its full charge distance, possibly attacking the original target if still within range or another unit. The unit must charge, even if it is obvious that the original target of the charge cannot be contacted.

If it chooses to halt on the spot the enemy evaded from then that completes the movement for the charging unit this turn. The unit is not marked as disordered for fighting a melee as it has not done so although other rules could cause it disorder as usual, such as moving through bad going.

If it chooses to continue its charge past the point where the enemy evaded from then the unit must move as far as it can upto its full charge distance. A unit cannot choose to move a bit further and then stop short of its full move unless it contacts an enemy or is blocked by friendly units or impassable terrain.

15.10 Charges That Do Not Contact

There will be cases when a unit declares a valid charge but when it comes to moving the chargers the target can no longer be contacted. This can happen when the target evades, when pro-rated movement brings another unit to block the charge path etc.

The charging unit has two options open to it. They can halt on the spot that the enemy unit occupied but has moved away from. If this spot cannot be reached then the charger must move as close as possible to this point. The second option is that the charger can continue to charge upto its full movement allowance, possibly contacting other enemy units in the process.

Either way the charging unit must move, it does not have the option to simply stand, even if it is clear that the charge can no longer contact. The unit will not be able to move again in the upcoming movement phase, nor rally, but can still fire in the fire phase.

A charging unit that has not contacted a target does not fight a melee, does not suffer disorder and cannot occupy ground (16.14).

15.11 Charge, Reaction & Rally

A unit that reacts to evade, form square or counter charge or a unit that moves during the charge phase cannot move again during the movement phase, nor can it attempt to rally during the rally phase.

Units that have declared a charge but have not moved, for whatever reason, are still eligible to move during the movement phase and may attempt to rally during the rally phase.

15.12 Charging Obstacles

When charging an obstacle you measure to the unit behind the obstacle and so must reduce the charging units movement allowance if that terrain would do so.

15.c Evade Example

▼ *Cavalry unit A declares a charge against Austrian limbered foot artillery B1, as they are limbered the artillery have the option to evade - which they take. The Austrian player rolls 1D6+9" and the result is 11 so the artillery are moved 11" away from the charging unit, in this case it puts them beyond friendly unit C at position B2, still limbered. This means that unit C must make an elan test to avoid disorder for the interpenetration. Unit B is automatically disordered by its evade movement reaction.*

A

B1

3"

11"

C

B2

◄ *A would now have the choice to occupy the ground that B1 evaded from and halt there or continue its charge into unit C. If they choose to continue the charge then C can opt to countercharge as per the rules 15.5 that allows a unit to react, even if it was not the initial charge target.*

▲ *On the other hand if unit C was not there then cavalry unit A would still be able to reach the artillery unit at B2 as it is within their 18" charge distance. In this case A could choose to either halt on the spot where B evaded from or continue its charge into B at position B2.*

Also any disorder will apply, as soon as the unit reaches the obstacle as per the usual movement and disorder rules (13.8). Effectively the attacking unit must be able to cross the obstacle or enter the terrain feature to engage the enemy in hand to hand combat.

For example a formed infantry unit in column wants to charge against an opponent behind a thicket hedge which counts as a major obstacle. The charge measurement is made to the bases of the target unit, not the terrain feature, and the target must be within 6" as this is half of the charging units movement.

15.13 Charge Disorder

A unit can become disordered during a charge if it charges over bad going or an obstacle that causes it disorder. Disorder is applied immediately and will affect subsequent combat modifiers.

15.14 Charging Morale Tests

Defenders can issue fire upon chargers so long as the targets are within their fire arc and range. Other troops can fire upon charging units using the usual line of sight rules, so long as the firing unit has a valid fire path and can see enough of the target it can shoot at charging enemy units.

The charging unit will take morale tests if they would do so under normal circumstances. If they have suffered 1/3 losses or are already at that point and take any hits from any enemy unit while charging then they take a morale test during the morale phase as usual.

If the attacker fails the morale test the results of failure apply in the same way as any other failed morale test. The unit will retreat or will rout if it is spent.

The standard rules for when to take morale tests apply to charging units in just the same way that they do for non charging units. It is quite possible for both chargers and their targets to fail morale tests that have been caused by losses from firing.

15.15 Defensive Fire & Charge Tests

Sometimes a charging unit will take no losses from enemy fire, other times it will do so but not enough to cause a morale test on the charging unit.

A charging unit that suffers BP loss from the defensive fire of the target of its charge may have to make a charge test (14.22) to charge home against its target if it did not have to take a morale test instead.

Any BP loss must have been caused by the target of the charge. If the charging unit takes no losses from its target or losses from other supporting units then it does not have to take a test to charge home.

If the test is failed the charger immediately make a Falls Back move (17.13) away from the target and is marked as disordered.

Note that a unit that has to take a morale test due to losses from enemy fire will not also need to take a charge test. The charge test is only made if the unit did not have to take a morale test, you'll either do one or the other.

Elan Tests (2D6)	
Starting morale value of unit	5 to 9
Attached Commander Leadership	+0 to +2

This is also covered in 14.22 in the firing chapter and I may have belaboured this point a bit. I tend to avoid 'If-then-unless' rules where possible but this seemed to work best for the result I was after.

15.16 Defenders Morale Tests

If the defenders have suffered casualties this turn and are at 1/3 losses or more they will need to pass a morale test as usual.

If the defending unit fails then it will retreat as per the usual rules and the melee will no longer occur. The charging unit maintains its current position, does not count as being involved in a melee and so will not be marked as disordered.

If the defenders pass any test they need to take then they hold their ground and melee ensues.

15.17 Charge Contact

A charging unit does not have to conform to the target of their charge but they should still attempt to put as much of their unit opposing the enemy. A charging unit cannot purposefully clip a small section of the target if they could face it with the majority of their unit.

Where possible a unit draws a line from centre of the charging unit to the centre of the target and should follow this charge path, stopping its charge move when it comes into contact.

Where multiple units are charging the same target they may charge so that all of them can make contact, even if this means that each only contacts a small part of the target.

The intent of the rules is that a charger 'contacts' their target with as much of their unit as possible. This may not always be possible but players should make charge moves bearing this in mind and purposefully clipping a target to gain an advantage is definitely against the spirit of the rules.

16. Melee

16.1 Hand to Hand Combat

Entire units fight each other regardless of the number of stands that are physically in contact. The amount of D6 that the unit rolls in combat is equal to its number of stands. Where multiple units are fighting on one or both sides units allocate their melee combat dice evenly amongst their opponents.

A unit with a superior commander attached will add a number of D6 equal to their leadership value.

Once a unit has determined the number of D6 it will roll against each of its opponents it then consults the 'Starting to Hit Number' table (16.6) to find its base chance to hit. The player simply works down the table and uses the first line that applies, everything below is ignored. This gives a starting to hit number of between 10 and 3.

After this the player applies basic melee modifiers (16.7) to their die rolls. These modifiers are universal and apply to all units regardless of the situation or the starting to hit number.

The player rolls a number of D6 needing this modified value or greater to cause a hit, each of which will reduce the Break Points of the enemy. The side that causes the most hits in melee is the winner, the losing units fall back, retreat or rout depending on circumstances.

It is worth noting here that 'Melee' is assumed to include point blank fire, final volley or canister shots before contact. With the exception of fighting in BUA or over fortifications there were very few casualties caused by actually crossing sabres or being stabbed with bayonets. One side inevitably gives way before that happens and this, to some degree anyway, explains why the melee combat modifiers for morale class (-2 to +2) make such a big difference to the chance to cause a hit.

16.2 Number of Melee Dice

This is equal to the amount of stands in the unit (2.19), the type of unit and the status of the unit does not matter, each unit begins with a number of D6 equal to its number of stands.

16.3 Stands attacking Flank or Rear

To count as behind the flank or rear of a target the entire stand must be behind the flank or rear (2.24) of the opponent to gain this bonus. If 50% of more of the attacking units stands are behind the flank or rear the target will have to use the appropriate starting to hit number of 7 for 'Engaged by unit >= 50% to flank or rear'.

With any system that has alternate movement flank attacks are far more common than they should be. Rather than include 'reaction' or turn to face rules I have made the flank bonus fairly difficult to achieve without an obvious flank or rear target.

16.4 Leadership Dice Bonus

When a unit has an attached superior commander they will add a number of D6 equal to the leadership modifier of that commander. These D6 are added to the total that the unit has before any dice are allocated against multiple enemy units (16.5).

For example a 6 stand strong Turkish unit has a +1 leader attached and it is fighting against 2 Russian units. The Turkish unit has 6D6 for its 6 stands but then +1D6 for the +1 leadership giving it 7D6 in all. It must allocate 3 dice against one Russian target and 4 dice against the other.

16.5 Multiple Unit Dice Allocation

In situations where one unit is fighting multiple enemy units it splits its close combat dice against all of the opponents it is in contact with.

Melee combat dice should be split as evenly as possible amongst the opposing units regardless of the degree to which those units are in contact. If there are odd dice remaining the owning player can decide which target they are allocated against.

After the number of dice against a target has been determined the player will calculate the starting to hit number according to the melee situation. The unit will use the worst situation that applies against any target for all of its starting to hit numbers against all opponents.

Continuing the example from above suppose one of the two Russian units was attacking the Turkish unit with a flank attack. The Turkish player would use the 'Engaged by unit >= 50% to flank or rear' starting to hit number for all of its attacks, not just those against the flanking unit.

While a unit uses the same starting to hit number for all of its attacks the Melee Modifiers (16.7) are applied to each unit separately as required.

Continuing the example above suppose one of the two Russian units was disordered and the other was not. Only the disordered unit would suffer the -1 to hit modifier for disorder.

16.6 Starting to Hit Number

Players consult the following table, start at the top and work their way down using the first line that applies to that units situation. After this the remainder of the table is ignored.

If none of the table conditions apply and the player gets to the bottom then the default to hit number of 4 or more on a D6 is used.

Close Combat (16.6) Starting to hit number	
Cavalry vs Square	10
March column or Limbered artillery vs any	8
Engaged by unit >= 50% to flank or rear	
Cavalry against or in disordering terrain or when fighting at the halt.	7
Infantry vs fortified heavy cover	
Skirmishers or artillery vs any	
Inf in square vs infantry	
Infantry vs heavy cover or fortified light cover	6
Smoothbore armed infantry in line vs cav	
S'bore armed inf in column or double line vs cav	5
Infantry vs light cover or enemy uphill	
Cavalry vs s'bore armed inf in double line or line	3
If none apply then to hit number starts at 4+	

Some of the starting to hit numbers are very high and where the number required on a D6 is greater than 6 the players use the 7+ to hit system (6.12).

For example a regiment of Cuirassier are charging a smoothbore armed infantry unit in line defending the edge of a stream that disorders cavalry. The cavalry read down the table until they reach 'cavalry vs disordering terrain...' and use a starting to hit number of 7. The cavalry ignore the rest of the table, they are using the worst value that applies to their situation and so will not use the 3+ to hit case at the bottom of the table.

Cavalry vs Square. If the target infantry unit is in square, whether the square was already in position or formed as a reaction to the cavalry charging.

March Column against any. Any type of unit in a march column against any target unit.

Limbered artillery vs any. Limbered artillery do not get to fire at an attacking enemy.

Note that this is worse than the 'Skirmishers or artillery vs any' to hit number given lower down the table. This is because last minute or point blank fire is deemed to be a factor in melee combat rolls.

Engaged by unit >50% to the flank or rear. If you are engaged by an enemy unit that has half or more of its stands behind your flank (2.24) then your attacks against all enemy units will start at 7 to hit. To count as behind the flank the entire stand must be behind (16.3).

Cavalry against or in disordering terrain. This applies if cavalry are attacking from, into or over terrain that would disorder their movement (13.8). Cavalry on a 'Halt' or those that do not countercharge (12.39) will use this starting to hit number.

Square vs infantry. Any infantry unit in square fighting against other infantry.

Troops deployed fully into skirmish order or deployed artillery against any type of enemy.

Infantry against enemy uphill or in light, heavy or fortified cover. These situations have different starting to hit numbers (5, 6 or 7) but the premise is the same. If the target can be classed as defending cover (13.3) or is uphill then the attacker will have a harder time causing hits.

16.a Multiple Melee Dice Examples
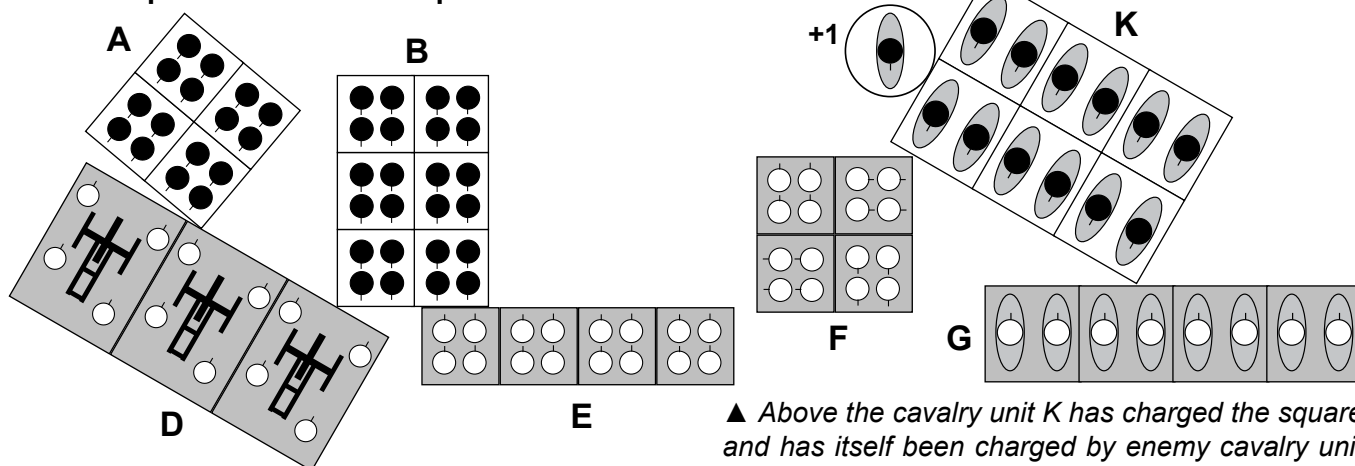
▲ *Units A and B have charged into contact with the artillery unit D while B has been charged and contacted by unit E.*

Unit A will fight against D with all 4 stands. Unit B will split its stands with 3 each against D and E. Unit D will split its stands between A and B with D's player choosing which target they fight with 2D6 and which with only 1D6. The physical point of contact has no impact on how the melee dice are split, simply the units being engaged. E has all 4 stands against B.

▲ *Above the cavalry unit K has charged the square and has itself been charged by enemy cavalry unit G. The square F and cavalry unit G use all of their dice against K as these units only have the one target.*

Unit K must split its dice against each target as evenly as possible, it has 6D6 of its own but also adds 1 extra D6 for the attached leader. It chooses to allocate the lower number of 3 dice against the square and the remaining 4 dice against cavalry unit G. Unfortunately for K it will use the cav vs square starting to hit number for all of its attacks.

Smoothbore armed infantry in line vs cavalry. This modifier reflects the vulnerability of this formation against cavalry and the lack of effective defensive fire from smoothbore weapons.

Smoothbore armed infantry in column or double line vs cavalry. As above but the column or double line has a chance to close up and repel the cavalry.

Cavalry charging vs smoothbore armed infantry in line or double line. This applies to cavalry that contact enemy infantry in line or double line if those infantry are armed with smoothbore muskets (SBM) or smoothbore carbines (SBC).

If a unit gets to the bottom of the table and cannot apply any of these cases then the default to hit number is 4+ on a D6.

Note that a unit uses the same starting to hit number against all enemy units being fought. You determine the starting to hit number for a unit by using the worst situation that applies to any of its attacks.

For example a 6 stand Spanish battalion in line is fighting one French unit that is uphill of it and another that is not. The starting to hit number for the 3 dice against the uphill unit would be 5+ while the 3 dice against the same level unit would be 5+ as well.

After a couple of games at most players will quickly learn when this table can safely be ignored and instead simply start with the default of 4+ and then apply the base melee modifiers.

16.b Flank Melee Example
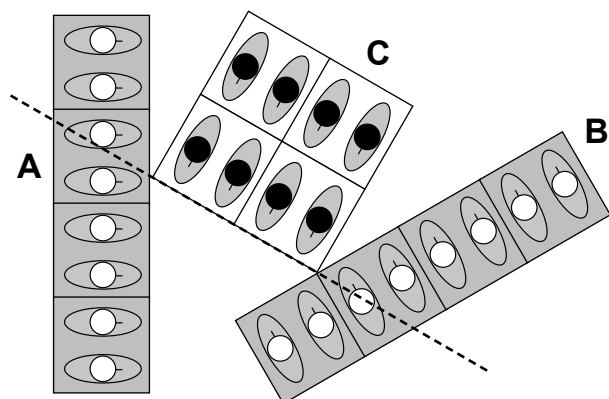
▲ *Units A and B have contacted enemy unit C. To count as flanking for fire or melee the entire stand must be behind the targets base line (2.24).*

Unit A will count as having just one stand flanking and so are not >=50% to the flank or rear.

Unit B does have 2 of its 4 stands behind the flank and so this means that unit C would use the >=50% to the flank or rear starting to hit number for all of its attacks against both A and B this melee round. A unit uses the worst starting to hit number that applies and ignores those below on the table.

16.7 Melee Modifiers

After determining the starting to hit number players then apply any die roll modifiers and use these to determine the final hit chance for each D6.

Close Combat (16.7) to hit number Modifiers	
Melee combat modifier	-2 to +2
Weight advantage	+1
Disorder	-1
Losses 1/3 or 2/3	-1 or -2

Melee combat modifier. This is the base modifier from the units morale class, A+2, D-1 etc. (2.21). It can be altered by traits that increase or decrease this value.

Weight advantage. The side with the heavier weight class gains a +1 modifier. Infantry and artillery are classed as light for purposes of weight advantage. This modifier is calculated separately against each enemy unit if there is a multiple unit melee.

Disorder. A disordered unit suffers a -1 to hit modifier.

Losses 1/3 or 2/3. If the unit has lost 1/3 or more of its Break Points it suffers -1. If the unit has lost 2/3 or more of its Break Points then it suffers -2 to hit instead. These two modifiers are not cumulative with each other.

Modifiers can never alter the hit number to less than 2 so a D6 roll of 1 will always miss. There is no upper limit to the hit number but any final to hit greater than 6 will use the 7+ to hit rule (6.12) as with firing.

16.8 Disorder after Melee

All units become disordered immediately after the first round of a melee whether they win, lose or draw.

16.9 Melee Results

To see who wins the melee simply compare the total amount of hits each side has caused, the side that has caused the most has won. This applies to all melees regardless of the number of units involved.

16.10 Multiple Units Melee Results

Players do not need to calculate which particular stands are physically in contact with each other. Simply divide each units melee dice evenly amongst all of its opponents and then find the starting to hit number according to the situation.

Total all of the hits achieved by each side, the side that has caused the most wins. Multiple unit combats only have one winning side and one losing side regardless of the amount of hits that individual units may have given or taken.

Note that for purposes of automatic rout a unit counts as being opposed by any enemy that has allocated some combat dice to attacking it - whether those dice caused any BP loss or not.

For example a 4 stand Bavarian cavalry unit and a 6 stand infantry unit are in melee with a French 6 stand infantry unit. The Bavarian cavalry are unlucky and inflict no losses, the infantry on the other hand cause 5 hits. In return the French cause 1 hit on the cavalry and 2 on the infantry and as the French achieved fewer hits (3 as opposed to 5) they lose the melee.

The French infantry will be automatically routed as they lost a melee against cavalry (see 16.12). It does not matter that the cavalry caused no hits or that the French infantry caused them more damage. In multiple melee the total hits are used to determine the winner and all of the units on the losing side suffer the consequences.

16.11 Drawn Melee

If a round of melee is a draw then subsequent rounds are fought until one side or the other is a clear winner.

Units have their modifiers recalculated at the end of each round of melee, taking account of losses and any situational changes made in previous rounds.

For example two 6 stand units are in melee, the CSA unit has taken 5 hits already, the Union is completely fresh, no other modifiers apply so both sides roll 6D6.

After the first round of melee both sides suffered 3 more hits and are marked as disordered. As this round is a draw there will be another round fought immediately. For the second round of melee both sides will count as disordered and the CSA unit will have an additional -1 because it has now suffered 1/3 or more losses (8 hits on a 6 stand unit).

16.12 Melee Loser Results

The losers of the melee will either fall back, retreat or rout depending on their unit type, the situation or the type of unit that defeated it. Units that have lost their last Break Point in the melee will always rout.

Players check the situation from the top of the table and work downwards. When you find a situation that applies to the unit then implement that result and ignore anything below.

Melee Loss Results (16.12)	
Rout	Infantry or artillery that lose to cavalry. Spent unit that loses to any enemy. Compulsory away then disperse unit.
Fall Back	Cavalry or skirmishers that lose to any enemy Compulsory, Facing enemy, Disorder
Retreat	Any losing unit other than above. Compulsory, Facing away, Disorder, Retreat
Compulsory. Foot 1D6+9" (4"), Mounted 2D6+9" (4")	

The loser will be routed automatically if they are infantry or artillery that lose to any cavalry unit.

Spent units (9.8) of any type that lose a melee to any type of enemy unit will rout.

Routing units are moved a compulsory move, foot 1D6+9" (4"), mounted 2D6+9" (4") (17.8) and then dispersed and removed from the field.

Units fully in skirmish formation or any cavalry that lose a melee will fall back from combat if they are not routed because of being spent. The unit remains facing the enemy but falls back its compulsory move distance and is marked as disordered.

Those units that are not automatically routed or forced back will retreat instead. They face away from the enemy, are moved their compulsory movement distance and marked as disordered and retreating.

16.13 Multiple Unit Loss Effects

The effects of losing a melee are calculated separately for each unit so different losing units in a multiple melee may be affected differently.

For example an Austrian cavalry unit is in a multiple melee with both a Prussian cavalry and a Prussian infantry unit, all are currently in good morale. The Austrians win with none of the units becoming spent in the process. This means that the Prussian infantry will rout as they are infantry defeated in melee by cavalry but the Prussian cavalry will just fall back.

16.14 Occupy Ground

If the winning unit charged into the melee or counter charged they may now move to occupy the ground if they want, so long as this does not bring them to within 1" of any enemy. If already within 1" they must remain where they are.

To occupy ground the unit can move forward upto 3". A unit may incline upto 22.5 but may not wheel when occupying ground. Terrain penalties for movement distance reduction are ignored when occupying ground though impassable terrain is still impassable.

16.15 Leader Casualty & Capture

In melee a leader casualty roll is made at the end of each round of close combat if required. If the leader is from the side that loses the melee then there is a 50/50 chance that they are captured in addition to their injury. The losing side has no chance to capture an enemy leader that has become a casualty.

16.16 Melee Units Destroyed

In some cases a unit will lose all of its BP in melee, when this happens it is not immediately removed - it must remain until the melee is concluded. This will only happen when there are multiple units in contact and when the melee is drawn after the first round.

A unit that has lost its last BP will not contribute any melee combat dice nor do enemy units have to allocate combat dice to attacking that unit. It remains in place for the sake of convenience but can effectively be ignored for the remainder of the melee.

When the melee is concluded and the winner determined then any unit that has no BP left will rout as usual and be removed, even if they were on the winning side.

16.17 Retreat Direction

A unit that is forced to rout, retreat or fall back from an enemy due to losing a melee must take their compulsory move as directly away from that enemy as possible. As with compulsory movement due to a morale failure (17.8) some deviation is allowed and players should apply the rules in that section.

Where a unit has been beaten by multiple enemies they must move in the direction that takes them away from all units that defeated them. If this is not possible, due to enemy units in front and behind for example, then the unit routs for having to make a compulsory move through an enemy unit.

Where a square or march column has been defeated the unit will have to make a compulsory formation change. Again this is exactly as for failed morale tests and is dealt with is section 17.9.

16.18 Melee Timing

The first side (6.3) decides the order in which melees are conducted with each being fought through to its conclusion before moving onto the next.

This means that for each engagement the winner is determined, retreat, rout or fall back is carried out and any breakthrough taken before moving onto the next melee.

A multiple melee is considered to be a single engagement for these purposes, there is only one winning or losing side, even if there are more than two units involved.

For example, take the two situations in 16.a with these multiple melees being fought side by side. The first side would choose which to resolve first - ABDE or FGK, they choose FGK. This multiple melee is resolved with unit K falling back and G choosing to breakthrough 3". Only then do the players move onto the ABDE melee and resolve that in full.

16.c Melee Example
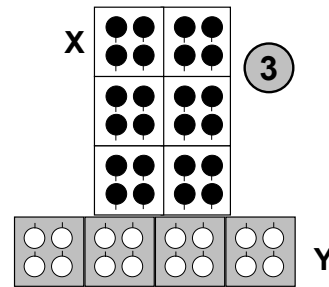
▲ *Unit X is C Class French infantry, Y is D Class Russian, the French have charged into contact. Unit X has already lost 3 BP, Y is at full strength.*

During the fire phase Y conducts small arms fire, hitting on 4+ with no modifiers. It rolls 1D6 per stand for 2,2,4,6 causing 2 more hits on X.

During the morale phase X does not need to take a morale test as they have only taken 5 hits in total and so are not yet at 1/3 or more BP losses. They do still need to make a charge test though as the target of their charge caused damage to them with its defensive fire. X takes an Elan test and passes so remains in contact with the Russian unit. Had the French failed their Elan test they would Fall Back a 1D6+9" compulsory move and become disordered.

During the melee phase both sides fight simultaneously rolling a number of D6 equal to the number of stands in the unit. The French (X) roll six dice and the Russians (Y) roll four.

There are no special circumstances and if players went down the list of starting to hit chances they would not find any situation that applied so instead would use the default value of 4+ to hit.

The French unit has no modifiers to apply to its starting 4+ to hit number. It is not disordered, has not lost 1/3 or 2/3 of its BP, has no weight advantage and has no inherent melee bonus due to its morale class. It is hitting on rolls of 4+ and the rolls are 1,3,5,5,6,6 for 4 hits.

Russian unit Y also starts with a basic to hit number of 4+ but it will apply its morale class melee modifier of -1 for being D class. Therefore it is only hitting on rolls of 5+ and the rolls a 1,1,4,6 for just one hit.

Hits are marked on the units and then the results of this melee are immediately determined and carried out. The Russian unit Y has lost the melee suffering 4 hits but only causing 1 in return - the defensive fire hits caused in the fire phase are not included in the melee results determination.

The Russian unit is not spent and so it retreats rather than being routed. Both units are marked as disordered and the French may choose to occupy ground at this point.

17. Morale Tests

17.1 Testing Unit Morale

The starting morale for a unit depends on its troop quality, from A to E. Better quality troops will have more chance of passing morale tests and rallying when their morale does start to fail.

All morale tests are taken using 2D6 and the score needs to be greater than or equal to the morale value of the unit. The only modifier is the leadership of an attached superior commander (10.2).

17.2 Current Morale Status

There are three states of morale in order from best to worst they are good morale, retreating and routed.

Good morale. The usual status of a unit at the start of a battle before it starts to suffer any ill effects.

Retreating. The unit is attempting to leave the field, if they are not rallied quickly they will rout. They cannot fire and will rout and disperse without fighting a melee if charged by any enemy unit.

Routed. The unit has broken entirely and the troops are fleeing the field and cannot be rallied. The unit will make a single rout move away, causing pass through tests on friendly units, and is removed from the battlefield.

17.3 Unit Losses 1/3 or 2/3

When a unit reaches 1/3 Break Points (BP) losses or while already at 1/3 or more losses and it suffers a casualty from fire it will have to take a morale test during the morale phase. Garrisons of BUA and units occupying fortifications are an exception (17.14).

When it has suffered 2/3 or more losses the unit will be Spent. Its morale tests will remain the same but if it fails a test it will immediately rout rather than retreat.

Casualties from close combat are factored into the melee results and do not require additional morale tests.

17.4 Spent Units, The 2/3 Rule

When a unit has reached 2/3 BP losses it is classed as spent. All of the usual rules apply to the unit with regard to morale tests, movement, firing, melee etc but with the following additional penalties.

A spent unit that fails a morale test will immediately rout rather than retreat. It makes a compulsory move and is then dispersed and removed. The same applies to a spent unit that loses a melee, it is routed regardless of its type or the enemy that defeated it.

A spent unit will continue to take morale tests when it loses BP as usual until it either fails a test and routs or loses its final BP and routs.

17.5 Taking Morale Tests

During the morale phase every unit that has just reached one third losses, or is already at one third or more and takes a casualty, will have to take a test.

The position of the morale phase within the turn order means that morale tests are only ever taken as a result of losses from enemy fire. Melee combat results already factor in morale loss by causing units to retreat or rout.

Morale counters are used (5.3) to mark units that need to take a morale test or players can simply place a die next to a unit that suffers enough BP loss to require a test (our preferred method during playtests).

Elan Tests (2D6)	
Starting morale value of unit	5 to 9
Attached Commander Leadership	+0 to +2

A morale test is taken in exactly the same way as an elan test (11.2) and a rally test (18.3). The only modifier applied to a morale test is the leadership bonus of a superior commander attached to the unit.

If the morale test is failed the unit will immediately retreat or rout. If the test is passed there is no effect. Only one morale test can ever be taken by a unit in a turn.

17.6 Morale Test Failure

A unit that fails a morale test will either rout or retreat immediately. If the unit is currently spent (17.4) it will rout, if it is not yet spent it will retreat instead.

In either case the unit makes a compulsory move aiming to leave the field. If the unit was routed it will then be dispersed and removed, if the unit retreated it remains on table facing in the direction that it has just retreated.

A retreating unit is also marked as disordered if not already. It keeps any BP loss that it has already taken and may be allowed to make a rally test in the rally phase, this is dealt with next in chapter 18.

Morale Test Results (17.6)	
Pass	Remain in good morale
Fail	If the unit is Spent it will rout, otherwise retreat & gain disorder. Make compulsory move.
Compulsory. Foot 1D6+9" (4"), Mounted 2D6+9" (4")	

17.7 Retreating Units Morale Tests

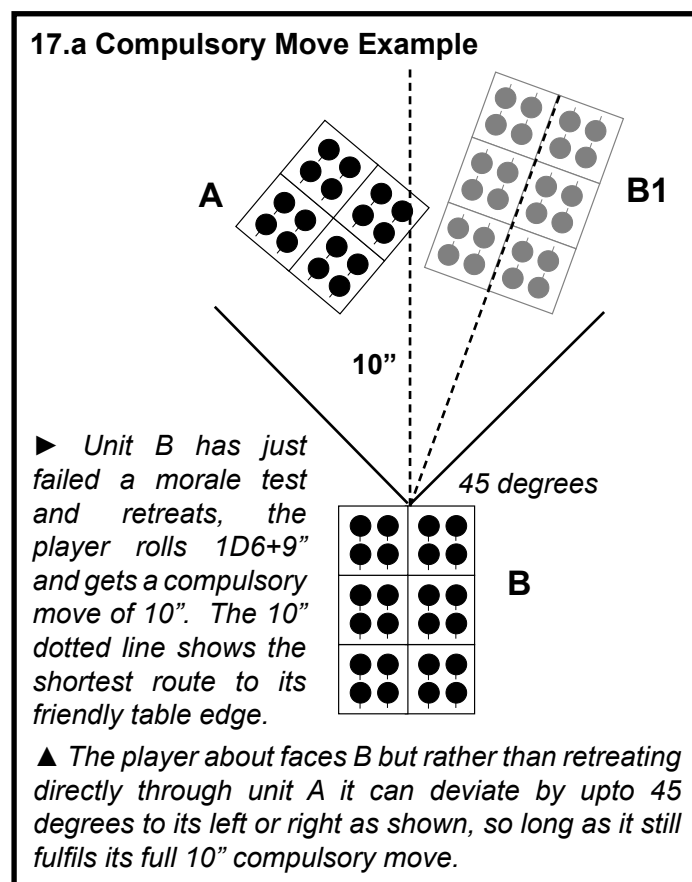A retreating unit can be forced to take a morale test for losing BP to enemy fire while at 1/3 BP loss or greater just the same as any other unit. Should the unit fail this morale test it will rout, makes a compulsory move and is then dispersed.

17.8 Compulsory Movement

Compulsory movement distance is not affected by terrain (unless it is impassable) and is not reduced for interpenetrating friendly units (12.24). Engagement

range (12.2) has no impact on compulsory movement, it is always the rolled distance, never doubled or tripled for march movement.

The unit carrying out the compulsory movement must move at least its full rolled distance, if they end up straddling a unit they must pass beyond it to the first available space.

17.a Compulsory Move Example

► *Unit B has just failed a morale test and retreats, the player rolls 1D6+9" and gets a compulsory move of 10". The 10" dotted line shows the shortest route to its friendly table edge.*

▲ *The player about faces B but rather than retreating directly through unit A it can deviate by upto 45 degrees to its left or right as shown, so long as it still fulfils its full 10" compulsory move.*

When determining the direction that the movement will take the player turns the unit to face the shortest path to their friendly table edge. If making compulsory movement away from an enemy after losing a melee then the movement must be directly away from the unit that caused the compulsory movement.

A unit is allowed to deviate by upto 45 degrees to the left or right in order to avoid enemy units, terrain or friends but must do so by the smallest amount possible.

The moving unit retains its current formation (except for 17.9 below) during its movement.

17.9 Compulsory Formation Change

A unit that is in square or march column and forced to make compulsory movement will change formation to, in order of preference, an attack column, double line or line depending on the formations it is allowed to use.

This formation change should be done after the compulsory movement is carried out and can cause disorder for any friendly unit that is passed through.

As per the usual rules a unit cannot end on top of another so it will fall back as far as required to clear all friends, even if this is more than its compulsory result.

17.10 Retreat & Fall Back Table Edge

A unit that has been forced to retreat or fall back and would leave the table edge is halted on that edge rather than being taken off. If this would result in the unit being closer than 1" to any enemy unit then the retreating troops must be removed as though routed instead.

A unit may stop on the table edge while retreating and it can attempt its rally (18.3) at this point. All other rules remain the same.

This simply allows the defenders who are (usually) closer to the table edge a chance to rally without being penalised by table space limitations.

However, a unit on the table edge that is forced to retreat or fall back due to losing a melee must still leave the table and is considered routed.

17.11 Retreating Units

A unit that is forced to retreat is turned to face the direction of its compulsory movement (17.8) then rolls to see how far it travels. After this it remains facing in this direction and is marked as retreating and disordered.

17.12 Routing Units

Routing can be as a result of a retreating unit failing to rally, by melee loss, a spent unit failing a morale test, a formation reaching its break point or if the unit loses all of its BP to enemy action. All of these causes have the same outcome for the unit.

A unit that is routed will first make a compulsory move and is then removed from the battlefield and it will not be able to rally or return. Routing compulsory movement is made to see if friendly troops passed through need to make elan tests to avoid disorder (8.4) or to find where an attached leader leaves the unit (10.7).

17.13 Falling Back Units

A unit that Falls Back will do so remaining facing the enemy, it does not turn away. The unit makes a compulsory movement roll and is moved back that far with the direction determined as per rule 17.8.

A unit that falls back is always marked as 'Disordered' after it has fallen back.

17.14 Garrison & Fortification Morale

Units that are in garrison (12.28) or occupying fortifications (12.29) do not have to start taking morale tests until they are at 2/3 losses rather than the 1/3 losses for other units.

As the unit is Spent (2/3 losses) when they take the test any failure will result in the unit immediately routing.

If the unit leaves its garrison or fortification it will revert to taking tests at the normal 1/3 losses as would any other unit.

18. Rally

18.1 Recovering Morale

During the rally phase units that are currently retreating may attempt to rally back to good morale. A retreating unit will be allowed just one chance to rally before it disperses and is removed from the field.

18.2 No Rally Chance

There are various cases where a unit will be routed immediately rather than being forced to retreat and is not allowed any chance to rally. In addition a charge reaction will remove any chance that the unit has to rally from its retreat.

- Certain melee losers will be routed automatically depending on the troop types involved (16.12).

- Units that lose their last BP will rout (14.19).

- A spent unit with 2/3 BP losses or more (17.4) is routed when it fails a morale test or loses a melee.

- A retreating unit that fails a morale test (17.8) or is contacted by an enemy unit (18.6) is routed.

- A retreating unit that evades a charge may not rally this turn (15.11) and will therefore rout.

- A retreating unit that belongs to a brigade that has an 'Unsteady' or 'Broken' activation test result (25.5) will immediately rout.

18.3 Taking a Rally Test

A rally test uses the units starting morale value and if a leader is attached to a unit they add their leadership bonus to the rally roll in the same way as for morale and elan tests. The leader must be superior to that unit though not necessarily its direct superior (10.10).

Rally Tests (2D6)	
Starting morale value of unit	5 to 9
Attached Commander Leadership	+0 to +2

Players roll 2D6, add any leadership modifier and need to score greater than or equal to the units starting morale value to pass.

For example a 6 stand Bavarian C class infantry unit, morale 7 with a +1 leader attached has lost 7BP, failed a morale test and retreated. The player will need to roll 6 or more on 2D6 for the unit to rally.

18.4 Rally From Retreat

A retreating unit that passes its rally test will halt on the spot, remaining disordered in its current formation. The unit can change its facing but this will be the only movement allowed for this turn.

Whether it changes face or not this rally counts as its movement for this turn and it should be marked with a 'Halt' marker to remind players of this. The unit can still fire as usual if it has a valid target and follows all of the standard firing rules.

Note that a rally allows the unit to stop retreating but it does not remove its disorder. To do this the unit must use all of its movement allowance as usual (8.14) and so this cannot be done the same turn that it rallied.

18.5 Fail to Rally from Retreat

A Retreating unit that fails to rally, either by failing its test or because it is not allowed to rally this turn, will rout. The unit rolls for compulsory movement distance immediately upon failing its rally and is moved this far towards the nearest friendly table edge.

Any friendly unit moved through must test for disorder for being passed through (8.4) and then the routing unit is removed.

Rally Test Results (18.5)	
Pass	Recover to good morale, disordered. May change face. Unit marked with 'Halt'.
Fail	Rout compulsory move and then remove.
Compulsory. Foot 1D6+9" (4"), Mounted 2D6+9" (4")	

18.6 Charging Retreating Units

Retreating units that have been charged must evade and the unit makes a compulsory move away as usual with an evade reaction. This evade movement will preclude any attempt to rally the unit though and so it will be considered as routed, is dispersed and removed from the battlefield.

The evading unit does not make an additional compulsory move for routing, it has already done so as part of the initial evade and so it will be dispersed on the spot that it ended its evade.

The charging unit has options as per 15.10 for a charge that has not contacted a target.

19. End Turn

19.1 End Turn Phase

The end turn phase is where both sides check for formation break points, check for reinforcement arrival, carry out scenario specific rules, roll for weather etc.

19.2 Time Moves On

Depending on the time scale and when the battle starts there may be limited time for the armies to achieve their objectives. Players can also keep track of when timed arrivals turn up.

19.3 Reinforcement Arrival

If forces will be arriving during a battle they could automatically come on during a specific turn or there could be scenario rules that require certain die rolls before they arrive. In either case during the end turn phase all players should be told of troops that are arriving in the upcoming turn and where they are coming onto the battlefield.

19.4 Scenario Specific Rules

Where a certain scenario specific rule (SSR) comes into effect or changes the battle situation the best time to do this is during the end turn phase.

Weather effects (22.2) can also be included in scenario rules and any weather change rolls should be made during the end turn phase.

19.5 Army Break Point

At some point losses amongst units will mean that the army morale will start to fail. Once an army has lost more than 50% of its of units removed from the field it is in danger of breaking and quitting the field.

Calculate whether the army has reached its break point at the end of each turn. It is possible that both sides must test during the same turn, in which case the first side must take their break test first (7.3).

It is only during the end turn phase that players check to see whether they have reached their army break point (ABP) and roll for effects.

19.6 Calculating Army Break Point

When calculating army break point the type, quality, size or organisation of the units is not considered, simply the number of units. An army with 20 units of all arms has an ABP of 11, one of 27 units has an ABP of 14 etc.

Once the army has lost this number of units it has reached its break point and must pass an army morale test to avoid retreating. The test must be passed each end turn phase from now on and is only modified by the leadership of the army commander.

To count as lost a unit must have left the battlefield, a unit that is just retreating is not considered lost until it has routed and been removed.

For example a French Corps of 13 battalions of infantry, 3 regiments of cavalry and 4 batteries of artillery has 20 units. When the Corps has lost 11 units it is more than 50% losses so has reached its break point and will have to roll army morale each end turn phase from now on.

19.7 Formation Break Point

For very large battles you can break the army down into separate formations that each have their own break point. All units in that formation suffer the effects of ABP failure but other formations in the army may continue as normal until they reach their own break point.

For example a French army has 2 Corps, each organised as in the example above. Rather than count as a single formation of 40 units with a break point of 21 there are 2 separate formations, each with its own separate break point of 11 units.

19.8 Break Test

Once the army or formation has reached its break point then it must make a formation break test during each end turn phase. It needs to roll 7 or more on 2D6, modified by the leadership value of the commander of the formation or army. The commander cannot be attached to any unit or other commander and must be present on the battlefield.

If it passes this test then there is no further effect this turn, the army or formation can continue to act as usual. If it fails the test then it will be forced to quit the field.

19.9 Broken Formation Retreat

Once it has been determined that a formation has broken all of its remaining units on the table will rout. They make an immediate compulsory move (17.8) towards the nearest friendly table edge, possibly disordering other friendly units (8.4) before being removed.

Units that are blocked from making their full compulsory move because of enemy units or impassable terrain are considered to surrender. This may be important if players are fighting a campaign battle and need to keep track of losses.

19.10 Recalculating Break Point

If new units are created by detachment (23.1) or reinforcements arrive (12.38) then the army break point is recalculated immediately. This could even mean that a formation that was taking break tests for being at less than half strength would no longer be required to do so.

For example using the 20 unit French Corps above at the start of a battle it only has 9 units on the field with an ABP of 5. On turn 4 another 5 units arrive on table and the ABP is immediately increased to 8, the turn after the remaining units arrive and the ABP becomes 11.

20. Skirmishers

20.1 Skirmish Units

Skirmishers in 2nd R&F can be represented in two ways, either by figures based between two and three times as wide as the usual stand size or by using the formed stands spread out to cover a larger frontage.

Players can represent skirmishers by spacing out the formed stands to two or three times their normal frontage. Measure from the outside edge of the stands at either end and distribute the others evenly in between as per A2 in the example below.

Alternatively separate skirmish stands can be used to replace the formed stands that they are created from. These stands can then be placed in a continuous line as per A3 in the example below.

It is important that when in skirmish formation the unit should take up from double to treble the frontage it has while formed. If a unit is not spread out appropriately it should not gain the benefits of skirmish formation but should still suffer all of the penalties.

A skirmish unit will follow all of the standard rules for BP losses, melee, firing, movement, morale and so on with the exceptions listed in this chapter.

20.a Skirmishers Example

A 3

A 2

A 1
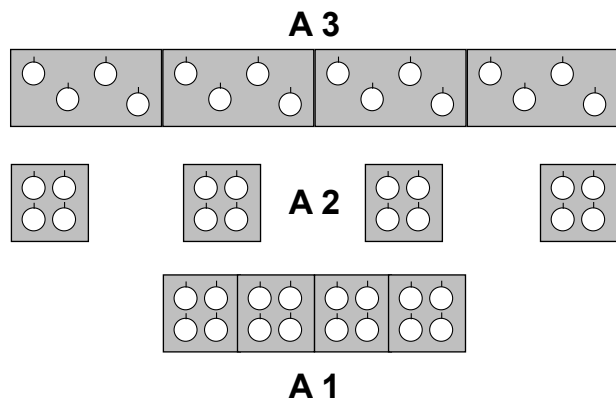
▲ *A four stand unit (A1) breaks down entirely into skirmish order. A2 shows the same unit with the bases simply spread out to denote their skirmish formation. A3 shows the stands if players are using replacement bases. This example assumes that the players have used double frontage for skirmish whereas it can be upto treble frontage.*

20.2 Change to or from Skirmish

If an entire unit wants to change to skirmish formation then simply replace all of the formed stands with skirmish stands. The unit changes formation on the centre front as usual (12.7) and the skirmishers can be deployed in single or double line. It takes a unit its entire movement to change to or from skirmish formation.

A unit can only reform from skirmish if it begins and remains entirely outside of engagement range, 18" (12") of all enemy troops. A unit is allowed to deploy into skirmish formation while inside engagement range.

20.3 Skirmisher Interpenetration

Interpenetration with or through skirmishers is allowed by all friendly units in any formation. No unit can charge through skirmishers. There is no chance of disorder for either unit when skirmishers pass through another unit or are themselves passed through.

20.4 Skirmish Fire

Skirmishers roll 1D6 per stand when firing and follow the standard firing rules with the exception that they have a 45 degree fire arc as opposed to 22.5 degrees.

20.5 Skirmisher Charged & Charging

Skirmish units occupying bad going or defending an obstacle do not have to evade from a charge by formed troops, they may stand if they wish. Skirmishers in the open must evade if they are charged by any formed unit but if charged by other skirmishers they can choose to hold their ground.

Skirmishers cannot declare a charge against any troops except for other units that are also fully in skirmish formation.

A skirmish unit cannot attempt to form square as a reaction to an enemy cavalry charge.

A skirmish unit can garrison a built up area and will no longer count as in skirmish formation. When it changes formation to leave the garrison it can do so into skirmish formation if it wishes.

20.6 Skirmishers Blocking Movement

Skirmish troops in the open do not block the movement of enemy formed units – this means that a skirmish unit must give way before the movement of any enemy unit other than artillery and enemy skirmishers.

The enemy are not forced to charge the skirmishers, they simply have to move towards them and the opposing player must withdraw their skirmishers so that all stands remain 1" away from the enemy.

This rule only applies while skirmish troops are in the open. If they are in bad going or behind obstacles they can choose to give way or stand and hold their ground.

It is possible for a unit to push skirmishers back from open ground into cover and in this case the skirmish unit can then stop giving way. The 'pushing' unit will simply halt having forced the skirmishers back as far as they can without actively charging them.

A skirmish unit forced to give way will count as having used all of its movement for this turn no matter how far they actually had to give way.

If a skirmish unit that gives way would end up on top of a friendly unit then they must pass through that unit to the other side. No units can end movement on top of each other.

A skirmish unit in the open may be stopped from giving way due to enemy units or impassable terrain for example. In this case the enemy forcing them back continues to move and should they contact the skirmishers they will immediately rout them and can continue their move, this does not count as melee.

20.7 Skirmisher Evade

When a skirmish unit is declared as the target of a valid charge they can declare that they want to evade from the charge. If the skirmishers are in the open and charged by formed troops they must choose to evade (20.5). The evading troops roll 1D6+9" (4") for infantry and 2D6+9" (4") for cavalry and this is how far in inches they will be able to evade. This evade movement is carried out before chargers are moved.

The charging unit can now either charge and halt on the ground that the skirmishers have evaded from or continue their charge upto its full distance. If the charge is continued the unit can engage any enemy units that the charge can now reach, this includes the skirmish unit that has just evaded.

The evading unit ends its movement either facing in the direction it has just evaded or facing the enemy that it has evaded from, the owning player has the choice. The units movement for the turn is considered used when it evades. An evading unit can still fire, all other rules permitting.

20.8 Blocking & Screening Fire

Small arms fire must be conducted against skirmishers if they are blocking the line of sight to other units behind them, it cannot fire 'through' the skirmish screen.

Artillery have the option to ignore enemy skirmishers as a target and fire through them at other enemy units or they may direct their fire against the skirmishers. They can only do this if the blocking skirmishers are further than 6" (4") away from them. If the skirmishers are within 6" of the artillery they cannot be fired through.

Note that skirmishers block line of sight for friendly troops regardless of their type. Artillery will not be able to fire through a friendly skirmish screen.

20.9 Skirmish Depth

Skirmish stands can be formed as double lines but only the front line can fire. To change the depth of the formation is a formation change that takes the skirmish unit half of its move.

This allows a large skirmish line to contract, becoming more flexible, though at the expense of losing the fire of half of the stands in the unit.

20.b Skirmisher Depth Example

A 1

A 2
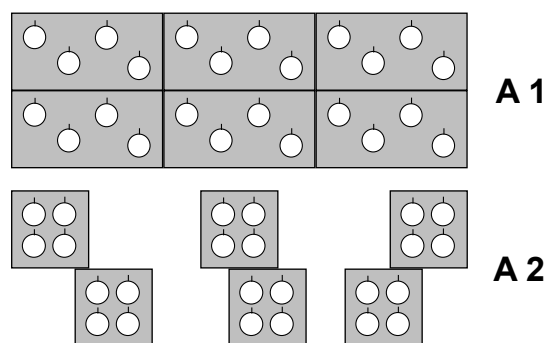
▲ *A six stand unit deployed in depth showing the difference between dedicated skirmish stands (A1) and formed stands being spaced out (A2). This unit will still gain all of the benefits of its skirmish formation but will only be able to fire with the front 3 stands. Note that the frontage of the two units is exactly the same.*

20.10 Skirmish & Leaders

Leaders cannot attach to a skirmish unit. If a leader is already attached to a formed unit when it deploys into skirmish formation then the leader will automatically detach from the unit before it forms into skirmish.

20.11 Skirmishers Dispersed

If skirmishers are contacted in the open by formed enemy troops then the skirmishers are immediately routed and dispersed. This can be because the skirmishers did not evade far enough from a charge or they were forced to give way before formed troops but could not do so for some reason (20.6).

When skirmish units are dispersed this way it does not count as a melee and so the unit dispersing them may continue to move (if otherwise able) and will not be disordered for fighting a melee.

20.12 Skirmish Movement & Facing

Skirmishers have greater flexibility with their movement than formed units. A skirmish unit is allowed to move forwards, backwards or sideways at full speed while maintaining its current facing.

None of its individual stands may exceed their movement allowance and the skirmish unit must maintain its current formation regardless of the direction it moves.

21. Traits & Abilities

21.1 Specific Unit Abilities

The basic statistics of a unit only go so far in representing its abilities. Unit traits expand the choices that players have when creating units allowing for better representation of historical orders of battle and troops.

All of the traits listed below are guidelines and players should feel free to alter traits or create their own for specific battles, periods or units as they see fit.

21.2 Statistic Modifying Traits

All units have a list of basic statistics according to their troop class. You can alter these values by increasing or decreasing the firing, melee & morale statistics. Any of these three stats can all be increased or decreased by 1 point, or in rare cases, by 2 points.

21.3 Melee Traits

Lancers. The unit gains a +1 modifier to its melee attack roll if it charged into the melee and is not disordered. Note that this modifier should only be used for well trained lancers and not for every unit that just happens to be armed with lances.

Melee missile weapons. The unit is armed with weapons that it will fire or throw as it charges just before it makes contact with the enemy. Normally a unit cannot fire when charging but all stands within 3" (2") of the enemy and in the front rank of the charging unit can make an attack at the start of the melee. This attack will only hit on a D6 roll of 6, no modifiers are applied to the die roll. The unit can only fire at the target of its charge.

Any hits that are caused do not count towards who wins a melee but they can reduce an enemy to 1/3 or 2/3 losses and therefore alter their opponents melee modifiers. There is no morale test, this will be factored into the melee itself as usual.

21.4 Movement Traits

Position Battery. The artillery unit cannot limber but can change facing on the spot as usual.

Siege Guns. Cannot limber or change facing at all.

Skirmish. The unit is able to deploy entirely into skirmish formation and reform again.

Evade. The unit can evade a charge even if it is not deployed as skirmishers or limbered artillery.

Light Infantry. The unit suffers fewer penalties for bad going or crossing linear obstacles.

Irregular. The unit can deploy into double line but cannot use square formation.

21.5 Morale Traits

Unsure. A unit that is being charged must take an elan test, if it fails the unit becomes disordered. This test is taken when the charging unit is physically moved into contact with its target.

Impetuous. If a valid charge target is within range an impetuous unit must declare a charge. It can take an elan test to disregard this if it does not want to charge this phase. If the test is passed the unit does not have to charge and can move as normal, if failed it must charge a valid target.

Hesitant. The unit must pass an elan test to see whether it charges, the roll is made immediately after its charge declaration. If the unit passes it can charge, if it fails it does not charge but can still move as normal in the movement phase.

21.6 Very Light Artillery

Where light artillery are still too heavy a classification the battery can be classed as very light artillery (VLA) instead and will fire with a reduced maximum range.

VLA have the same close and effective range as light smoothbore artillery but they do not have a long range.

21.7 Battalion Guns

Some units will have battalion guns attached and that unit will be able to fire one of its stands as the battalion gun without having to represent it with an actual gun model. This stand uses the very light artillery (VLA) rules above for its firing but is otherwise treated as any other stand for morale and melee purposes.

For example a 600 strong battalion of Seven Years War Austrian fusiliers have a battalion gun attached. The unit would be represented by 6 stands of infantry, it will fight with 6 stands and have a total of 18BP.

For simplicity the battalion gun is always assumed to be in the centre front of the unit and this is where the range and fire arc is measured from.

When the unit fires the player simply replaces the normal small arms fire for that stand with that of a VLA stand instead. In many cases the chances to hit will be different for the battalion gun compared to the majority of the stands but this is no different than when stands are firing at different ranges.

The battalion gun stand counts as a normal stand for all other purposes including melee, morale, unit break point calculations and movement.

21.8 Horse Artillery

Horse artillery within engagement range are allowed to make their half move before they change formation to unlimber. Normally units have to make their formation change at the start of their movement when within engagement range (12.2).

21.9 Mitrailleuse and Gatling

These early machine guns fire as per small arms and have their own effective and long range brackets. In all other ways they are treated as light artillery and use the artillery rules for movement, limbering and unlimbering, movement modifiers and distances.

21.10 First Fire, Second Fire

When it is first deployed on table a unit can have a '1st Fire' marker placed alongside it and this will grant a bonus to the units fire. Once the bonus has been used the maker is removed or flipped to its '2nd Fire' side depending on how effective players decide they want this trait to be.

When any stand within the unit fires it gains a +1 to hit bonus and the bonus is 'used' whether the whole unit fired or just one stand. Players may also find this an appropriate way to represent fresh artillery batteries.

21.11 Overhead Shell or Shrapnel

Usually artillery or its target need to be on a higher elevation to fire over the heads of intervening troops. When artillery use shell or shrapnel they can fire at targets that have their line of fire blocked by an intervening friendly unit. To do this both the target and the firer must be at least 6 (4")" away from the intervening unit.

21.12 Dragoons Mount & Dismount

These cavalry can dismount and mount as a full move formation change. Horse holders are represented by the unit suffering a -1 to firing while it is dismounted rather than having specific horse holder stands.

21.13 Elephants & Camels

Elephants will immediately disorder any enemy that they contact during the charge phase.

Camels will disorder any mounted troops that they contact in the charge phase other than other camel units or elephant units.

21.14 Engineers

Not a unit as such, a stand of engineers attached to a unit will cancel the cover modifier when attacking in melee. Engineers can be moved and attached at the same time as commanders and are treated as skirmishers for movement purposes.

21.15 Wagons

Wagon supply trains might be used in scenarios, they should be treated as a unit so will have a number of stands, troop quality, BP etc.

Their combat stats represent train guards, wagoneers etc and the quality should be chosen accordingly, most likely E class. Any retreat result is treated as a rout and the wagons will be abandoned.

21.16 Over or Under Strength

Some historical unit strengths may not divide well into full stands or, if players are fighting a campaign, losses may affect the BP of the unit.

In this case a unit has two options. It can start with one or two 'overstrength' markers or it can begin a battle with one or two BP loss already marked against the unit.

When an overstrength unit is hit each overstrength marker soaks up one BP loss before being removed.

21.17 Pikes

Cavalry that contact the front of a pike armed unit count as charging a unit in disordering terrain. This means that they will immediately become disordered upon contact and use a starting to hit number of 7+

21.18 Civilian Artillery Train

Where the train was manned by civilians they can begin the battle limbered and move as usual but once deployed they cannot be moved again. The artillery can pivot in place to change their facings as usual.

If the artillery begin the battle deployed they cannot move from their starting position.

21.19 Two Rank Lines

At the start of the period these rules cover units are predominantly three ranks deep, by the end mostly two ranks. This trait only really comes into play when the two are on the same battlefield at the same time.

A unit in 2 rank line can fire with 1 1/2 D6 per stand as opposed to the usual 1 D6 per stand. To gain this bonus 2 rank stands should be based with frontages 50% greater than their opponents, otherwise they gain an unfair advantage with the amount of stands that can fit into a certain space.

21.20 Mounted Fire

Normally mounted units are not allowed to fire, with this trait they can do so. Mounted small arms fire is always limited to effective range and suffers the same -1 to hit modifier as for dismounted cavalry.

21.21 Non Shock Cavalry (NSC)

Cavalry effectiveness could be noticeably different throughout the period these rules cover. Training, organisation, leadership and tactics all played a part and this trait can be applied to cavalry units that players think should not be as effective because of their type or the period being fought.

When non shock cavalry defeat infantry or artillery they do not automatically rout them, instead the normal melee loss rules apply and the losing unit is treated as though it had been defeated by infantry, not cavalry.

22. Weather & Battlefield

22.1 Battlefield Conditions

Battles can be fought in all types of conditions and on all types of terrain. There is no chance that a set of rules can cover every single eventuality so when you are putting on a game individual cases can be covered by Scenario Specific Rules (SSR).

As with traits any SSR supersede the written rules if there is a conflict. It is important that players are made familiar with any changes to the rules as written (unless these are intentionally hidden).

22.2 Weather

Fog. Visibility is reduced to a certain distance according to the fog thickness, this can be anything from only 6" to 24 or 36 inches. Beyond these distances players cannot fire and they cannot declare charges.

Light Rain. Small arms fire can be affected for units not in BUA or equipped with breechloaders. Artillery is generally unaffected, visibility as usual.

Heavy Rain. Small arms very badly affected or non existent and artillery badly affected. Visibility can impose the same restrictions as fog above depending on the severity of the downpour. Movement may be affected.

Snow. Firing effects as light rain, visibility effects as fog. Movement speeds can be reduced or players can declare that there is no march movement allowed.

Mud. Movement speed can be slowed in certain areas of the battlefield. Movement uphill and downhill can count as bad going. Artillery movement should be badly affected.

Heat. Extreme heat can cause exhaustion with movement, combat and artillery fire affected, speed can be reduced or the unit can become disordered.

Dusk & Dawn. Visibility reduced during certain turns and this can increase or decrease slowly over a number of turns as the sun rises or sets.

22.3 Scenario Specific Rules

Fatigue & Morale. This can affect formations that have been out of supply for some time, have force marched to the battlefield or have fought on previous days of battle and were badly handled.

Detached, converged or cross attached units can be formed to represent historical deployments that do not fit within the normal command structure.

Modifiers can alter the starting morale class of the unit, deduct from various tests or just affect firing and melee modifiers.

Re-enforcements. How players handle formations and units turning up on table depends very much on the scenario they are using and how close to the historical arrival times players wish to use. Random arrival times are always an option.

Troops generally arrive in strung out march columns, if this is the case an option is to allow the formation to 'deploy' off table and arrive a turn or two later in a more suitable combat formation.

Terrain. The standard terrain rules in chapter 13 cover the basic types that you will find on most battlefields. Sometimes a specific terrain feature plays an important part in a battle and any unique properties it may have should be decided beforehand.

Historical Events. How closely the game mirrors historical events is entirely upto the players involved. In some cases restrictions and penalties make sense to ensure that the formations can't react to events that they would know nothing about.

On the other hand imposing restrictions or forcing players to make bad choices just because that is what their historical counterpart did may not be the best option.

Likewise upgrading or downgrading specific units because they happened to perform well or poorly on the day might be a mistake. After all, that is pretty much what the die rolls are all about.

Nightfall. Depending on the time of year that it is being fought nightfall might end a battle before either side loses. The rule effect for nightfall is that the visibility range will decrease until it is too dark to fight.

The final daylight turn should be determined by the time of year and location of the battle. After that there are 4 more turns of battle that can be fought but in each the visibility will reduce.

The maximum visibility becomes 48" on the first turn, 24" on the second, 12" on the third and 6" on the fourth and final turn of daylight. As with fog anything beyond visibility range cannot be declared as the target of a charge and cannot be fired upon.

23. Detached Units

23.1 Create Converged Units

Some formations can strip stands from their units to create specialised converged units. This can be to garrison an important fortification or BUA or to create a skirmish screen for the main body of troops.

There must be some historical precedent and a valid reason for the new units creation. Players are not allowed to simply form new units just because it would be nice to have them.

23.2 Create Skirmish Screen

At the start of a battle at deployment or when it first arrives on table a brigade can create a skirmish screen.

Any medium or large battalion in the formation can detach 2 stands to add towards a new unit which will act as skirmishers. Two, three or four units must contribute 2 stands each to create the new small, medium or large sized unit. Once a unit has been created it cannot be added to later on.

Only one single unit can be created per brigade, it is classed as light, fully skirmish capable and is treated as any other unit with the following exceptions.

The unit can only ever be in skirmish formation, it can never become a formed unit. The unit does increase the army break point and also the number of units for brigade activation and morale purposes.

The unit cannot disperse and rejoin their parent formations, they remain as a separate unit for the remainder of the battle.

If the unit is destroyed or routed the stands are lost and do not return to their parent unit. Contributing units fight the remainder of the battle with fewer stands.

Those units that contributed 2 stands will be reduced in size as a consequence. Medium 6 stand units will be reduced to small (4 stands) while a large unit with 8 stands will be reduced to medium (6 stands).

For example a brigade of 4 medium sized units decides to create a small skirmish unit. Two of the medium units contribute 2 stands each and these 2 units now become small units with 4 stands each. The 4 stands that they contributed are used to create the small skirmish screen.

23.3 Create Garrison

The rules are the same as for creating a skirmish screen except the unit created garrisons a BUA or fortification. The units must begin the battle on table and the terrain that they are garrisoning must be within that armies deployment zone. The unit created must remain in the BUA and if it is pushed out it will rout from the battlefield.

The unit will have the same traits as the skirmish screen above with the exception that it is not skirmish capable. This means that it is classed as light troops so will be not be considered disordered by the BUA terrain it occupies.

If the converged unit leaves the terrain it has been created to defend for any reason then it will disperse. This applies whether the player moved the unit out purposefully or if it was forced to leave due to morale failure or enemy action.

23.4 Converged Unit Quality

The quality of the converged unit depends on the class of the units that contributed stands. Players use the best morale class of any unit that contributed.

Using the example above suppose one of the 2 units contributing to the skirmish screen were C class and one B class. The skirmish unit would be B class.

The units that contribute to the converged unit do not need to have the 'Light' or 'Skirmisher' traits to grant these to the new unit. The converged unit gains these no matter what the type of units that contribute.

The assumption is that elite companies are being detached from their parent battalions for these specific tasks and so I've been generous by rounding up morale and allowing them appropriate abilities.

23.5 Detached Units

Some units can be detached from their parent brigades and given specific tasks on the battlefield. This is generally only possible when a SSR instructs players that they have this option.

The detached unit(s) effectively become a new brigade that is under command of an Adjutant/ADC with a command rating of +0. It follows all of the usual brigade command and control rules unless the scenario says otherwise.

This allows for historical deployments without penalising the players brigade activation and morale tests.

23.6 Cavalry Battle Groups

While cavalry units are represented by a number of stands in base to base contact with a set strength and formation their use tended to be more flexible. Large units of cavalry are allowed to form into battle groups, this choice must be made before a battle begins or when the unit first arrives on the battlefield.

A large cavalry unit of 8 stands in size is allowed to split into two small units, each of 4 stands in size.

Once created these battlegroups may not rejoin and are treated as separate units for the remainder of the battle. They do add to the number of units for army and brigade activation and morale.

24. Built Up Areas

24.1 Farms, Villages & Towns

Urban areas can be broken up into a number of separate built up areas (BUA) depending on the size of the village, farm or town represented. These separate areas can be defined by the actual building models, their bases or by templates that the building models are placed upon.

> As there are so many variables with figure scales, basing and building models players may have to modify these rules to fit their own system. The idea is that you don't have to try to measure from individual stands but from the building as a whole.

The number of separate areas that make up any particular urban area depends on the size of that area and the scale of battle that you are fighting. A farmhouse can be one or two areas, a village two or more and towns any amount depending on size.

24.2 Built Up Areas

Each building model (or template if they are being used) represents a built up area and can be garrisoned by a single unit. Only infantry units and dismounted cavalry can become a garrison for a BUA. Artillery and mounted cavalry can still be positioned on a BUA template but they may never become a garrison.

There is a difference between a unit that is simply moving through a built up area as opposed to one that is actually garrisoning it. The BUA simply counts as bad going unless the unit has changed formation to 'occupy' the BUA and become a garrison.

As a BUA is bad going the usual half speed and disorder rules apply to units moving through it or standing on it.

In effect players treat a BUA as a square or oblong (or whatever shape your building models happen to be) of bad going unless a unit has actually garrisoned it.

When a unit is simply 'on' a BUA then check Line of Sight (LoS) as for woods - a unit can see 1" into a BUA and 3" (2") while inside. When a unit has become a garrison LoS is traced to the building template or model. Effectively the footprint of the garrison unit becomes the same as the BUA template regardless of where the individual stands are physically positioned.

24.3 Entering & Leaving a Garrison

It takes a full move formation change to enter or leave garrison. To create a garrison some part of the unit must be on or touching the BUA at the start of its movement and there must be no other friendly units on the BUA or enemy units within 1" of it.

Skirmishers would have to change formation to garrison to occupy a BUA but would still need to be outside of engagement range 18" (12") of the enemy to do so. Cavalry that can dismount can do so and become a garrison in the same formation change.

Coming out of garrison takes the entire move. The unit may reform in any valid formation and facing but the centre of the unit must be on the centre point of the BUA template. As with other formation changes, if there is no room to carry it out then that formation change cannot be made.

Entering or leaving garrison is a formation change in bad going and so may well disorder certain troops when they do this (8.3).

24.4 Garrisons Firing

As with squares the actual physical position of the stands of a unit that is garrisoning a built up area are not used to determine range or line of sight. The garrison does not measure fire from individual stands,

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24.a BUA Example
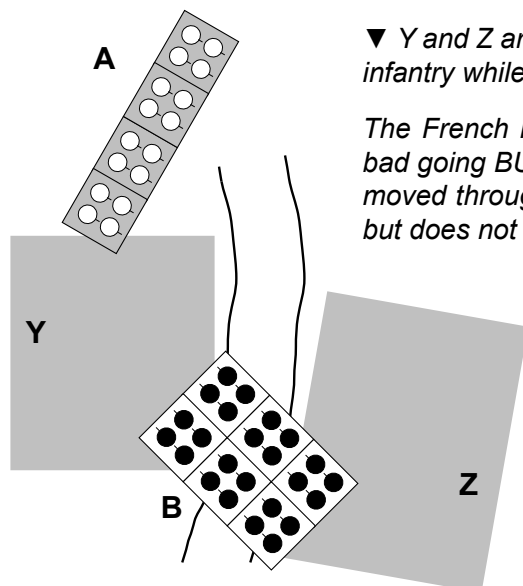
▼ Y and Z are both BUA templates either side of a road. Unit A is French Line infantry while B is Russian Jagers who are classed as light infantry.

The French infantry are disordered because they have just moved onto the bad going BUA and this disorders line infantry. The Russian Jagers have just moved through a BUA as well which is bad going and still halves their speed but does not disorder them as they are light troops.

◄ In the next turn the Jagers (B) wish to occupy one of these BUA templates to gain the benefit of garrisoning it. They are currently touching both templates but they cannot garrison Y as part of it is occupied by another unit (A). They can garrison Z by making a full move formation change, the unit is positioned inside the BUA template and is now classed as garrisoning Z.

◄ To gain the benefits of defending a BUA in melee a unit must garrison it, otherwise it is simply occupying bad going and will use the rules associated with that terrain.

instead the BUA template or building model becomes the 'footprint' of the unit and determines who may shoot and at what targets.

It may be physically impossible to place stands 'in' a building or around a model. The rules here save players having to balance stands on the roof whilst trying to measure range and fire arc! These rules will be usable with most basing and terrain systems but feel free to adapt them for your own games if needed.

The actual number of stands that can fire depends on the number of stands in the unit. A garrison can fire with 50% of the stands in the unit.

For example a garrison of 8 stands would be able to fire with 4 stands and the player could split that fire at upto 4 enemy targets.

The garrison is allowed to fire at multiple targets but a maximum of 2 stands can fire at any one target unit. The building facing is not important and all of the elligible stands can fire from the same buildind side if targets present themselves.

Continuing the example above 2 stands could fire at one unit while 2 stands fire at another. If there is only one target unit then only 2 stands fire, the other 2 have no valid target.

Fire arc is 45 degrees from each building facing for units in garrison rather than the usual 22.5 degrees, this allows them to fire all around with no areas of dead ground. Firing range is measured from the closest point of the BUA template or buidling model to the closest point of the target unit.

Normal firing rules such as friendly fire, line of sight and valid fire paths still apply as usual and these may mean that only a single stand, or none at all, may fire at a specific target.

24.5 Charging a Garrison

As has already been mentioned the footprint of the garrison unit has now become the same as the built up area. When a unit charges a garrison it measures distance and line of sight to the BUA, not the actual stands that are occupying it.

The defending unit gets to fight in melee with its full unit using 1D6 per stand as usual. A garrison has no facing, flanks or rears and can be involved in multiple melee just as with any other unit.

The attacking unit will suffer the penalty of attacking cover and, depending on its type, may be disordered as soon as it contacts the BUA as it is classed as bad going.
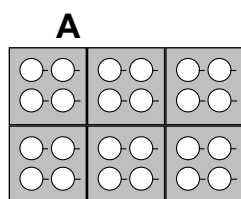
24.6 Garrison Morale Tests

Units that are in garrison (12.28) or occupying fortifications (12.29) do not have to start taking morale tests until they are at 2/3 losses rather than the usual 1/3 losses for other units.

As the unit is Spent (2/3 losses) (17.4) when they take the test any failure will result in the unit immediately routing.

If the unit leaves its garrison or fortification it will revert to taking tests at the normal 1/3 losses as would any other unit.

24.b Garrison Fire Example

A

B

C

D

E

F

G

3.5"

▼ *F is an 8 stand unit garrisoning a built up area. The unit will be able to fire with a maximum of 4 stands.*

▲ *F will be able to fire at unit A with just one stand as the gap between friendly units B and C is not wide enough to allow two stands to fire through it.*

▲ *F is allowed to split its fire at as many units as it likes though if it is being charged the charger is still a priority target.*
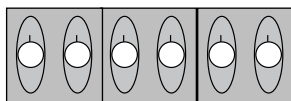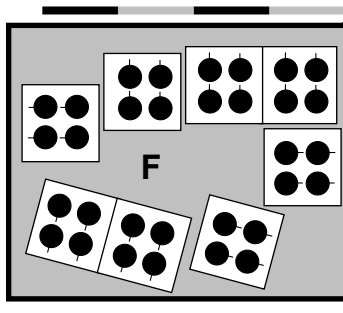
▲ *F could fire with 2 stands at D and the other 2 stands at unit G.*
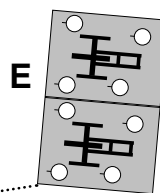
▲ *A maximum of 2 stands can fire at artillery unit E. The range is measured from the closest point of the BUA template or building model to the target. The position of individual stands is not used for measuring range or fire arc.*
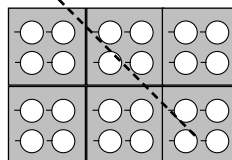
◄ *Unit G is within the 45 degree arc of two faces of the building but even so only 2 stands can fire at it. The 2 stand restriction is not by buidling face but applies to the whole garrison.*

25. Command & Control

25.1 Brigade Command Activation

All brigades will need to make command activation rolls during the command phase of the turn. This roll is made after the leader attachment and initiative phases.

The first side makes all of their command activation rolls first and then the second side does so. Players may choose the order in which they roll for their own brigades.

A brigade makes its activation roll and immediately applies the indicated effects before moving onto the next brigade roll.

All brigades need to roll but failure affects units differently depending on whether they are within engagement range of the enemy. If the brigade has no unit within 18" (12") of any enemy then they still need to roll for activation, even if the player is not going to move them.

Brigades that have lost more than half of their units suffer severe penalties if they are within engagement range of the enemy. If none of their units are engaged then the half strength modifier is not applied.

When a brigade gets to 1/2 strength it is only a matter of time before they suffer a bad result, you can only push a brigade so far. Being able to withdraw a worn brigade and replace with reserves may be enough to keep units from routing and avoid army morale loss.

25.2 Brigade Morale Class

Each brigade will have a morale class that is determined by the average of all units within the brigade. Use the morale number accoring to its class (B=6, D=8 etc), add them up and divide by the number of units. Round .5 down in favour of a better morale class.

For example a brigade has 5 units, two C and two D class plus an attached B class battery. The 2 C's morale values are 7,7, the two D's are 8,8 and the B is 6. Adding these together gives 36, divide by 5 units gives 7.2. This rounds to 7 which is the value of a C class unit so the brigade has a morale class of 'C' for this battlle.

25.3 Brigade Leadership

The direct commander of the formation adds to the activation roll of the formation. If the commander is in base to base contact with a superior they may be able to add that superiors leadership rating as well (10.16).

Commanders do not need to be with or near the units of their formation to add their leadership but they must actually be present on the battlefield. The penalty for being away from your units is imposed by the out of command modifier (25.10) on the command activation and morale table.

25.4 Command Activation Modifiers

Brigade leadership. This is the leadership of the brigade commander and any superior commander that they are attached with. This bonus may not be greater than +4 no matter what the actual leadership bonuses of the commanders.

Brigade Activation Test (2D6) (25.4)		
Leadership	+ 0 to +4	
Each unit out of command *	-1 each	
Each unit routed	-1 each	
Over 50% losses and engaged	- 5	
Morale A / B / C / D / E	+2 / +1 / 0 / -1 / -2	
2D6	**Result**	**Effects**
< 0	Broken	● Rout, compulsory move, remove.
0 - 3	Unsteady	● Retreating units Rout as above. ● Units within engagement range Fall Back in Disorder, then all units marked with Halt.
4 +	Carry On	● No effect
* Except units in skirmish and garrisons		

Each unit out of command. Any unit that is out of command (25.10) and not completely in skirmish formation (20.1) or is not currently garrisoning a Built Up Area (24.3) will give a -1 modifier to the roll.

Each unit routed. Each routed unit that was part of this brigade formation gives a -1 modifier to the roll. Unlike the 50% losses modifier below the routed unit modifier applies whether the formation is within engagement range or not. Routed and out of command are not cumulative, only one or the other will apply to the unit.

Brigade losses. When a brigade has lost more than 50% of its starting units then it will suffer a -5 penalty to the roll. The type of unit is not important, artillery, cavalry or infantry all count equally as brigade unit losses. This modifier is used only if the brigade currently has any of its units within engagement range of the enemy.

A unit counts as lost when it has left the battlefield, either by being routed and dispersed or by being forced off table or voluntarily leaving the field. A unit that is retreating will not count as lost until it is removed from the battlefield but as per the rules for command status (25.10) it will be classed as out of command.

Brigade Morale. The morale class of the brigade (25.2) applies a positive or negative modifier. Losses will not change this value, the brigade uses its starting morale class for all of its activation rolls regardless of the individual units that have routed or that remain on table.

For example the brigade in the example above has two C class infantry units, two D class infantry units and the B class artillery. Even if both C class infantry units and the artillery are routed and there are only the two D class units remaining the brigade continues to use its starting morale rating of C Class.

25.5 Command Activation Results

The modified score will indicate what effect the activation has on the units in the brigade. The effects are applied immediately before the player makes any further brigade command activation rolls. Whether the unit is in or out of command has no impact on the results, all units suffer the compulsory effects of a bad command activation roll. A unit that is within engagement range of the enemy will suffer slightly different effects to those that are outside of engagement range.

Broken, < 0. If the result is less than zero then the entire brigade breaks. All units within the brigade rout as per the morale rules (17.12). The units roll for compulsory movement if they could possibly disorder friendly units they pass through and then are removed.

Unsteady, 0 to 3. If the result is from zero to plus three then the entire brigade becomes unsteady. The effects of this result depend on whether the unit is currently retreating, inside or outside of engagement range.

All retreating units are immediately routed as per the Broken result above.

Then, all units that are currently within engagement range of any enemy unit will make a Fall Back move (17.13) and then become disordered. The player can choose to roll compulsory movement and move these units in any order they wish but all units from this brigade must implement the test result before another brigade rolls for its brigade activation test.

Then all units within the brigade are marked with a 'Halt' marker. It does not matter whether the unit is currently inside engagement range or not or whether it has just fallen back. All units in the brigade are marked with a 'Halt' marker.

Carry on, 4+. If the result is four or more the entire brigade will carry on. There are no compulsory effects and all units can be moved as usual in the upcoming phase within the limitations of the normal movement rules.

Note that this means a retreating unit will not 'rally' if the brigade activation result is Carry On, it will simply not rout and so may attempt to rally during the upcoming rally phase, just like any other unit.

The D class brigade from our earlier example is within engagement range, has a +1 formation leader. The player declares that they are testing this brigade and rolls 2D6 scoring 3, then modifying by +1 for leadership and -1 for the brigade morale class.

This results in the brigade becoming 'Unsteady'. The player makes a Fall Back roll and move for each of the

units within engagement range and then all of the units are marked with a 'Halt' marker.

Note that the activation results do not replace the normal rules for retreating, routing, recovering disorder and so on. This means that a 'Carry On' has no effect on the units in the brigade, it will not rally retreating units or remove disorder - that is done following all of the usual rules, game mechanics and in the appropriate phases.

25.6 Activation, Charges & Movement

The command phase comes after initiative is determined but before rallying, the effects of the brigade activation rolls are applied immediately.

This means that the units within a brigade that gets an 'Unsteady' result will all be marked with Halt. They will not get to declare a charge or move during the movement phase.

They will have to follow all of the usual limitations of a unit that has a 'Halt' marker (12.39).

Any brigade that has not had a compulsory effect (gets a 'Carry On' result on the table) is free to act as they like within the usual rules.

25.7 New Arrival Command Activation

A brigade that is due to arrive on the battlefield in the upcoming movement phase does not need to roll for command activation, they are assumed to get a 'Carry On' result and so all units can act as normal.

25.8 Superior Leadership Bonus

A brigade commander can have one superior leader in base to base contact (10.16) and if this is the case then the leadership of both commanders is added together for the brigade leadership modifier.

No matter what their command values the combined leadership modifier may never be more than +4.

25.9 Command Span

The command range of all leaders is 12" and is used when measuring to see whether a unit is in command or not. This command distance cannot pass through impassable terrain features or enemy units. Range is measured from the closest part of the leaders base to any part of the unit.

When attached to a unit the commander loses all command range, instead they only put the unit that they are attached to into command. The other units in the formation can still be put in command by using linked units as described below.

Note that the command range is always measured from the brigades direct commander, not from any other superior up the chain of command.
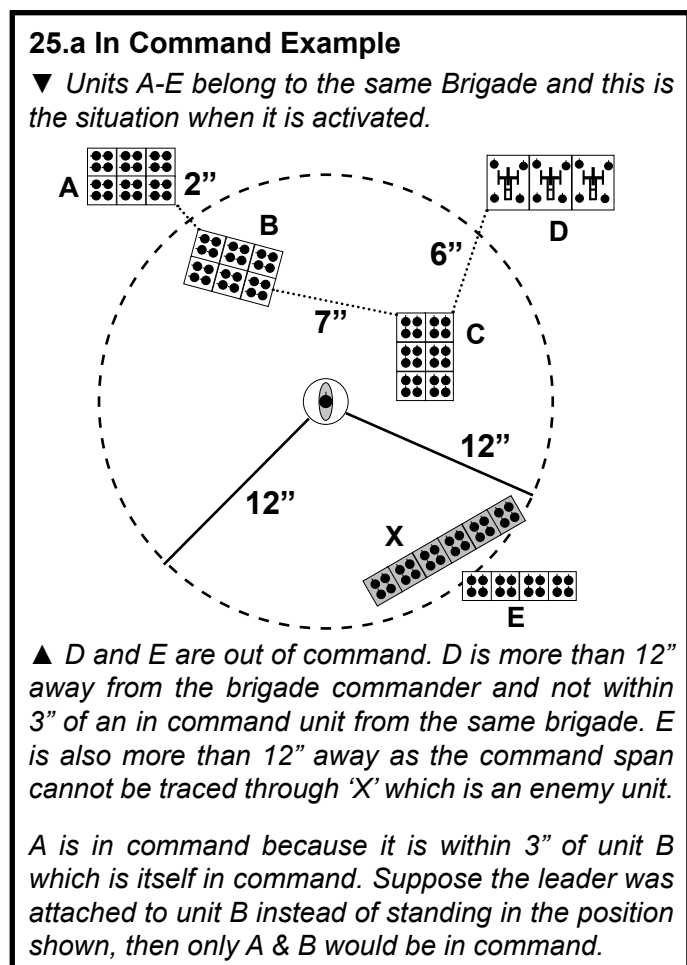
In example 4.a the three units of Halkett's brigade trace command from his stand only, even if Alten is physically closer to any of the units.

25.10 In & Out of Command

All units in the formation will be either in command or out of command, this status is determined when the activation dice are rolled. Some units are always treated as being in or out of command regardless of the position of their commander.

• A unit that has any part of its base within 12" path of the brigade commander is in command.

• A unit that has their formation leader attached is in command.

• A unit that is within 3" path of an in command unit from the same brigade is in command.

This means that units can form a linked 'chain' and, so long as they are within 3" of at least one other in command unit, they will be in command. This 3" range cannot pass through impassable terrain or enemy units.

25.a In Command Example

▼ *Units A-E belong to the same Brigade and this is the situation when it is activated.*

▲ *D and E are out of command. D is more than 12" away from the brigade commander and not within 3" of an in command unit from the same brigade. E is also more than 12" away as the command span cannot be traced through 'X' which is an enemy unit.*

A is in command because it is within 3" of unit B which is itself in command. Suppose the leader was attached to unit B instead of standing in the position shown, then only A & B would be in command.

Retreating units are always classed as being out of command no matter how far away they are from their brigade commander or other units. As such they cannot be used as a 'link' to put other units in command.

Units fully in skirmish formation and garrisons calculate their command status in the same manner as any other unit. They can be in or out of command and can be used to put other units within 3" (2") in command as usual. However, these units do not cause a -1 modifier on the Brigade Activation Test if they are out of command.

This allows skirmishers to move further away from their parent formation or for garrisons to be left in important positions without penalising the parent brigade.

Players may also choose to allow attached artillery to follow this rule. I have left this upto the players to decide as it depends on the period and formation as to whether this makes more sense or not. The default rule as written is that artillery must still follow the usual in or out of command rules.

25.11 Independent Brigade Commanders

The army organisation briefly mentioned Adjutants and ADC's taking command of brigades. As each brigade must have a command stand from which to measure command distance all brigades need such a figure.

Depending on how players organise their forces or the scenario order of battle it is possible to have a brigade that has no commander listed. This generally happens if divisional artillery can be split up or only a part of a formation has arrived on the battlefield.

In either case the player simply adds a command figure to the order of battle as the Adjutant/ADC for that brigade. They are treated in all ways as any other commander but their leadership value is always +0 and they are removed when no longer needed (when the remainder of the formation arrives on table for example).

In some cases units may have been detached for special tasks, such as garrisoning important buildings or fortifications. As part of the scenario specific rules players can designate these as exempt from Brigade Activation Tests if it seems appropriate to do so.

25.12 Brigade Commander Movement

The Brigade Commander is usually moved during the movement phase at the same time as the troops within the brigade unless the commander is attaching or making compulsory moves to avoid enemy units.

When a brigade becomes unsteady or routs the commander of that brigade, and any leader they may be attached with, is also moved at that point. As the units within the brigade will not be able to move later on in the turn the brigade commander will also not be moved later on either.

Effectively the brigade commander makes their move during the command activation phase if the brigade gets an unsteady result. The commander is free to move as they choose and do not make compulsory fall back moves. They are removed with the rest of their brigade if it gets a rout result.

Turn Sequence (6.1)

Attach	Both sides attach / detach commanders
Initiative	Winner chooses to be 1st or 2nd side
Command	Brigade command activation rolls
Charge	Declare charges, reactions, movement
Rally	Rally tests for retreating units
Movement	1st side movement then 2nd side
Firing	Both sides simultaneous
Morale	Test, make compulsory movement
Melee	Calculate each in full before the next
End Turn	Arrivals, army morale, time

Brigade Activation Test (2D6) (25.4)

Leadership	+ 0 to +4
Each unit out of command *	-1 each
Each unit routed	-1 each
Over 50% losses and engaged	- 5
Morale A / B / C / D / E	+2 / +1 / 0 / -1 / -2

2D6	Result	Effects
< 0	Broken	● Rout, compulsory move, remove.
0 - 3	Unsteady	● Retreating units Rout as above. ● Units within engagement range Fall Back in Disorder, then all units marked with Halt.
4 +	Carry On	● No effect

* Except units in skirmish and garrisons

Movement Rate (12.1)

	Foot	Mtd
Line	9" (6") x2	18" (12") x3
Column, Dbl Line, Skirmish	12" (8") x3	18" (12") x3
Light & Medium Artillery	12" (8") x2	15" (10") x2
Heavy Artillery	9" (6") x2	15" (10") x2
Generals	24" (16") x3	
Compulsory & Evade	1D6+9" (4")	2D6+9" (4")

Road Bonus in March Column +6" (4")

March Move (x2) (x3) speed if the unit starts & remains more than 18" (12") away from all enemy. No formation or facing change, interpenetration or disordering terrain.

Wheel at start and end of movement unless marching

Formed units incline maximum of 22.5 degrees

Light & medium artillery manhandle 3" (2") gain disorder

Facing and formation changes at start of movement unless fully outside of engagement range. (12.7)

Movement Actions (12.4)

Recover Disorder, Change to or from Skirmish, enter or leave Garrison of BUA	Full Mv
Formation Change (centre front of unit)	1/2 Mv
About Face (180 degrees) (Free Skirm / Cav)	1/2 Mv
Cross Linear Obstacle (by troop type)	1/2 Mv
Bad going terrain (by troop type)	1/2 Mv
Any formed unit retiring (22.5 degree incline)	1/2 Mv
Interpenetration (Fail Elan = disorder)	1/2 Mv

Half move action penalties are NOT cumulative (12.4)

Terrain Movement Penalties (8.3, 12.5 & 13.6)

	Light Infantry	Heavy Infantry	Cavalry & Artillery
Minor Obstacle	No Effect	1/2 Mv	1/2 Mv + Disorder
Major Obstacle	1/2 Mv	1/2 Mv + Disorder	Not Allowed except via path or opening
Rough, Light Wood, Orchard	No Effect	1/2 Mv + Disorder	1/2 Mv + Disorder no recovery
Wood, Marsh, BUA	1/2 Mv	1/2 Mv + Disorder no recovery	Not Allowed except path or SSR

Skirmishers: No Effect for any of the above terrain.

Small Arms (14.5)

	Effective -	Long -1
SBore Musket (SBM)	3" (2")	9" (6")
SBore Carbine (SBC)	-	3" (2")
Rifled Musket (RM)	6" (4")	15" (10")
Rifled Carbine (RC)	3" (2")	9" (6")
Early B'load Rifle (EBLR)	9" (6")	18" (12")
Late B'load Rifle (LBL)	15" (10")	30" (20")
B'load Carbine (BLC)	3" (2")	9" (6")

Artillery (14.6)

	Cls +1	Eff -	Lng -1
Lt SBore (LSB)	6" (4")	18" (12")	36" (24")
Med Sbore (MSB)	9" (6")	24" (16")	48" (32")
Hvy Sbore (HSB)	12" (8")	30" (20")	60" (40")
Med Rifled (MR)	12" (8")	36" (24")	72" (48")
Hvy Rifled (HR)	15" (10")	45" (30")	90" (60")
Med B'load (MBL)	12" (8")	36" (24")	72" (48")
Hvy B'load (HBL)	15" (10")	45" (30")	90" (60")
Lt Howitzer (LH)	3" (2")	12" (8")	36" (24")
Hvy Howitzer (HH)	6" (4")	18" (12")	48" (32")

Overhead fire 6" (4") clearance & target must be at least 6" (4") past intervening friendly units (14.17)

Fire Combat (14.7) Starting to hit number

Target in fortified heavy cover	7
Smoothbore musket / carbine vs cavalry	6
Target in heavy cover or fortified light cover	6
Target is deployed artillery or skirmisher	6
Small arms fire uphill or at target in light cover	5
Target in square, march column or flank / rear	3
Target in column or double line shot at by artillery	3
If none apply then to hit number starts at 4+	

Fire Combat (D6) (14.8) to hit number Modifiers

Fire combat modifier	-2 to +2
Close / Long range	+1 / -1
Disordered unit	-1
Losses 1/3 or 2/3	-1 or -2
Breech loading small arms or artillery	+1

Artillery Low Ammunition & Fatigue (14.25)

Two 1's cause 1 hit. Odd number of 1's then roll 1D6, score 1-3 =1 hit, score 4-6 = no hit.

Close Combat (16.6) Starting to hit number

Cavalry vs Square	10
March column or Limbered artillery vs any	8
Engaged by unit >= 50% to flank or rear	7
Cavalry against or in disordering terrain or when fighting at the halt.	
Infantry vs fortified heavy cover	
Skirmishers or artillery vs any	6
Inf in square vs infantry	
Infantry vs heavy cover or fortified light cover	
Smoothbore armed infantry in line vs cav	
S'bore armed inf in column or double line vs cav	5
Infantry vs light cover or enemy uphill	
Cavalry vs s'bore armed inf in double line or line	3
If none apply then to hit number starts at 4+	

Close Combat (16.7) to hit number Modifiers

Melee combat modifier	-2 to +2
Weight advantage	+1
Disorder	-1
Losses 1/3 or 2/3	-1 or -2
Winner is side causing most hits. Draw fight again	
Multiple Melee - split CC dice evenly between multiple targets. Winner is decided by the total damage	

Modified 7+ rolls (D6) (6.11)

Two 6's cause 1 hit. Odd number of 6's then roll 1d6, score 1-3 no hit, score 4-6 1 hit.

Melee Loss Results (16.12)

Rout	Infantry or artillery that lose to cavalry. Spent unit that loses to any enemy. Compulsory away then disperse unit.
Fall Back	Cavalry or skirmishers that lose to any enemy Compulsory, Facing enemy, Disorder
Retreat	Any losing unit other than above. Compulsory, Facing away, Disorder, Retreat
Compulsory. Foot 1D6+9" (4"), Mounted 2D6+9" (4")	

2D6 Leader Casualty Effects (10.12)

2D6		
2	He's Dead Jim	Killed in Action. Unit immediately gains disorder.
3-4	By God, I'm Done For	Leader is removed, after battle 50/50 chance to live or die.
5-6	They've Got Me	Quits the field, will live but not fight again today.
7-9	I Can Still Fight	As 10-11 below but leadership reduced by 1 for the rest of battle.
10-11	It's Just a Scratch	Leader immediately leaves the unit he is with. Detach within 1".
12	Inspirational Heroism	Increases leaders leadership by +1 (max +2) for the rest of battle.

Troop Quality Table (2.20)

Class	Morale	Firing	Melee
A	5+	+1	+2
B	6+	-	+1
C	7+	-	-
D	8+	-	-1
E	9+	-1	-2

Elan Tests (2D6)

Starting morale value of unit	5 to 9
Attached Commander Leadership	+0 to +2

Interpenetration (12.15), Charge Home (15.15 & 14.23), Form Square (15.6), Morale (17.5), Rally (18.3).

Morale Test Results (17.6)

Pass	Remain in good morale
Fail	If the unit is Spent it will rout, otherwise retreat & gain disorder. Make compulsory move.
Compulsory. Foot 1D6+9" (4"), Mounted 2D6+9" (4")	

Rally Test Results (18.5)

Pass	Recover to good morale, disordered. May change face. Unit marked with 'Halt'.
Fail	Rout compulsory move and then remove.
Compulsory. Foot 1D6+9" (4"), Mounted 2D6+9" (4")	

Units can wheel at the start and/or end of their movement when using tactical moves. They can only wheel at the start of their movement if using march moves.

Units can only change fornation or facing at the start of their movement if within engagement range but may change at the start or end if their entire move is outside of engagement range. Exception - horse artillery (21.8).

Units that are in Garrison or occupying Fortifications do not have to take morale tests at 1/3 or more losses, instead they start to take them when Spent (2/3 losses) (17.14)

All infantry and artillery units are considered to be 'Light' for cavalry weight advantage melee modifier purposes.

Finish a melee completely, including retreat, rout and breakthrough, before moving onto the next melee.

Army Break Point - greater than 50% unit losses. 7+ to pass on 2D6 modified by army leadership (19.8).

Skirmish unit may only reform when outside engagement range (20.2).

Formation changes are always made on the centre front of the unit (12.7) except garrisons (24.3).