

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

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.

#### 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
0 - 3	Unsteady
4 +	Carry On

\* 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)	

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)	Clz +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	
Target in heavy cover or fortified light cover	6
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	
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	
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	6
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)

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 formation 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).



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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	
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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

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Movement Rate (12.1)	Foot	Mtd
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Column, Dbl Line, Skirmish	12" x3	18" x3
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Heavy Artillery	9" x2	15" x2
Generals	24" x3	
Compulsory & Evade	1D6+9"	2D6+9"
Road Bonus in March Column +6"		
March Move (x2) (x3) speed if the unit starts & remains more than 18" away from all enemy. No formation or facing change, interpenetration or disordering terrain.		
Wheel at start and end of movement unless marching		
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Terrain Movement Penalties (8.3, 12.5 & 13.6)			
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Skirmishers: No Effect for any of the above terrain.			

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Artillery (14.6)	Cl +1	Eff -	Lng -1
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Smoothbore musket / carbine vs cavalry	
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Target is deployed artillery or skirmisher	
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Target in square, march column or flank / rear	
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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)	
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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	2 MP x2	4 MP x3
Column, Dbl Line, Skirmish	3 MP x3	4 MP x3
Light & Medium Artillery	3 MP x2	3 MP x2
Heavy Artillery	2 MP x2	3 MP x2
Generals	5 MP x3	
Compulsory & Evade	2 hexes	3 hexes
Road Bonus in March Column +1 MP		
March Move (x2) (x3) speed if the unit starts & remains more than 3 hexes away from all enemy. No formation or facing change, interpenetration or disordering terrain.		
Wheel at start and end of movement unless marching		
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 MP
About Face (180 degrees) (Free Skirm / Cav)	+1 MP
Cross Linear Obstacle (by troop type)	+1 MP
Bad going terrain (by troop type)	+1 MP
Any formed unit retiring (22.5 degree incline)	+1 MP
Interpenetration (Fail Elan = disorder)	+1 MP
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	+1MP	+1MP + Disorder
Major Obstacle	+1MP	+1MP + Disorder	Not Allowed except via path or opening
Rough, Light Wood, Orchard	No Effect	+1MP + Disorder	+1MP + Disorder no recovery
Wood, Marsh, BUA	+1MP	+1MP + 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)	1	2
SBore Carbine (SBC)	-	1
Rifled Musket (RM)	1	3
Rifled Carbine (RC)	1	2
Early B'load Rifle (EBLR)	2	4
Late B'load Rifle (LBL)	3	5
B'load Carbine (BLC)	1	2

Artillery (14.6)	Clz +1	Eff -	Lng -1
Lt SBore (LSB)	1	3	6
Med Sbore (MSB)	1	4	8
Hvy Sbore (HSB)	2	5	10
Med Rifled (MR)	2	6	12
Hvy Rifled (HR)	3	8	16
Med B'load (MBL)	2	6	12
Hvy B'load (HBL)	3	8	16
Lt Howitzer (LH)	1	2	6
Hvy Howitzer (HH)	1	3	8

Overhead fire 1 hex clearance & target must be at least 1 hex 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		
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+		

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 to 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	6
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 2 hexes, Mounted 3 hexes	

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 into hex.
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 2 hexes, Mounted 3 hexes

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 2 hexes, Mounted 3 hexes

Units can wheel at the start and/or end of their movement when using tactical moves. They cannot wheel at all if using march moves.

Units can only change formation 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).

