

HAND TO HAND (per base). See also effect of Generals (exp Notes)						
Defender / Attacker	Pike Halberd	Swordsmen	Shot, Dragoons	Gendarmes	Reiters, Cavalry	All Lights
Gendarmes with couched lance	2	3	3	1	2	4
Cavalry	1	2	2	1	1	4
Reiters	1	2	2	1	1	4
Mtd Hv 'Dragoons'	1	1	2	1	1	3
CO Dismounted Dragoons	1	1	1	1	1	3
Pikemen (charge cav frontally)	1	2	3	2	3	4
Halberdiers (charge as pike)	2	2	2	2	3	4
Swordsmen	2	1	2	1	2	4
Other Foot (e.g. Shot)	1	1	1	1	1	3
Lt Troops - melee weapon	1	1	1	1	1	1

(Lights may charge flanks and rears. They MUST withdraw from melee in their next turn if enemy turns to face - loses 1d6 of bases). Sk bases destroyed on any contact with enemy.

**Hand to Hand Notes**

Normal 4-6 to hit. Good 3-6 to hit, Poor 5-6 to hit  
 Units uphill or defending river bank roll extra 1D6 per base in 1st round. Units front edge must be on hill to count  
 Skirmishers/Artillery always run away from contact (thus moving first in enemy phase). All bases caught are destroyed.  
 +1 to dice score if loaded Pistols on 1st round of melee  
 +1 dice per base for Gens d'arms on first round  
 +1 dice per grenadier base Grenadier on 1st round of each melee.  
 -1 From dice if horse facing enemy with pike/bayonets/spears.  
 +1 dice per unit for Lt Lance, shot with bayonets fitted or spears

**Ranks Fighting in H2H**

Pike fight 4 ranks to front, 2 at rear if 'fraised' @-1 dice  
 Others fight first two ranks to front  
 No ranks to flank or rear

**Flank / Rear**

Can choose to turn to face enemy (takes 1 move)  
 Units do not fight if in melee on flank or rear

**Push of Pike**

Winning pike (inflicts more cas) push losers back 1. On second consecutive and all further consecutive winning rounds, loser takes morale test but chooses base lost

**Hand to Hand in Woods & Diff Going**

All troop types 1D6 per base  
 Base contacted within the terrain to count

**Withdrawal from Melee**

Cavalry may withdraw from melee after 1 round of combat if faster than opponents or fighting flank/rear  
 Compulsory evade for Lt Cav if faced by other  
 Initial turn away is free. Move full move directly away as straight as possible. End facing away from opponent

**Defences**

	Shooting dice modifier	Attack dice mod'r 1st round
Abbatis / Chev' de Fris	-	-1 (1/4 move)
Fighting Wagons	-1	-1
Embankment	-2	-1
Trenches	-2	-
Fort Walls etc.	-2	-3 (1/2 move)
Breaches (any)	-1	-
Exploding Mines	5,6 Now; 3,4,2 Next turn, 1 Fail	
Petards	Fails to Breach on 1 or 2	
Ditches / streams	-	-1

**Flank & Rear Attacks**

Units must start with at least 50% of unit's bases completely behind front line of enemy to make a valid flank attack (Optional) A unit which is attacked on the flank or rear by gendarmes, cavalry, pike or halbardiers must take a morale test on contact.  
 Flank/rear attacks get 1 extra D6 per base each round of combat - not LC/LI  
 Contact must be by front face, not side face of attacking unit  
 Treat rear attacks as a flank attack

**Specials**

Gendarmes	1 extra d6 per base in 1st round of 1st combat. Couched lance-armed also get advantage below
Last Man Standing	Unit eliminated only when ALL bases killed (not on last but one)
Grenadier Base	Extra 1d6 per base in 1st round of each combat
Ferocious attack by Inf or cavalry (May charge cavalry frontally) (Must be declared)	Extra 1d6 per base in 1st round of first combat. Enemy defenders take a morale test then adjudicate defensive fire if loaded. Declaration if in groups of 3 ferocious units (or more) or any unit attacking a breach, Turkish fanatics, Finnish Hakkapili, others by agreement only. Troops move at 1.5 times normal rate while under ferocious attack.
Couched and Light Lancers	1st round of first combat only if couched lance, 1 extra d6 per base. 1 extra dice per unit in 1st round of each combat if light lance.
Jezzail	Does not suffer long range penalty in shooting. Full move to load
Flintlock	+1 on hit dice when shooting
Bayonet	+1 dice on unit in H2H combat throughout. -1 on enemy cavalry hit dice score in H2H throughout Takes 1 complete move to fit or remove plug bayonet. Must be stationary for whole move. May not fire
Arquebus	As musket but shorter range. Bayonets not allowed.
Carocole Tactic	Pistol armed cavalry may move 2 (forwards or backwards) and fire at full effect.
Pistols (optional)	Fires when charging
Siege Gun	Used against fortifications and embankments only. Each roll of 6, reduces the defence value by 1. When at 0 the fortification/embankment wall is breached. Then 12d6 (hit on 4+) on troops inside. No saving throw. Losing player chooses units affected.
Battalion Gun	One per Infantry Battalion max. Moves only in B2B contact with battalion. Must fire at same unit target as bttn fires at.
Dragoons	Horses are assumed to be kept close to dismounted. 1/2 complete movement phase to mount or dismount. Dismounted dragoons are treated as SKIRMISHERS unless at the very close of period when they may dismount and operate as shot.
Generals	Generals may be shot at as individual figures by Sk inf if they are more than 10 from friends. Generals are captured if they are contacted by enemy while being more than 10 from friends.
Skirmishers	Bases removed on contact with non-skirmishers (inc Lt cavalry). Wheeling not subject to 30° limit. However only 1 about turn per move is permitted.