

**PLAY SEQUENCE, GENERALS AND CHARGES**

Play sequence (3-6 Alt, 1,2&7 sim)		Charges (not allowed to Sk)	Eligible Charges
1	Mines & Petards & Assault moves	1 Declare Charges & Cancellations	Charge distance through smoke is at 3/4 rate
2	Initiative (winner Chgs & Mvs first)	2 Sk / Dep Art crew Evades, Chargers may stop @1/2 move	May not charge into impassable terrain
3	Charges & Defensive/Offensive Fire	3 Move to Contact (no conforming)	Infantry may not charge horse frontally etc.
4	Normal Movement (Sk/Horse shuffle)	4 Test morale if ferocious attack	Charges over 30° are not allowed
5	Shooting & Morale, Place smoke	5 Defensive Fire (if loaded). Roll 1d6. 1,2 or 3 fire at long range effect, else short range effect	Contacts onto sides must all be flank charges (Most bases behind flank at start of charge)
6	Hand to Hand & Morale	6 Offensive Fire (Pistols/Breaches)	A second unit may charge into contact with the front/rear of an engaged enemy unit if the enemy has at least 1 full base width clear for the second unit to charge
7	Move/Remove Smoke after 2 moves	7 Casualties and base removal	
<b>Normal Generals (See Exp Notes)</b>		8 Test morale if base(s) lost	
+1 to morale and 1d6 to attack dice			
Attach/detach only during movement (4)			

**MOVEMENT**

Movement Rates	Moving & Shooting	Difficult Terrain
24 Generals. Lt Cav	All troops with bow and Javs can move then shoot or shoot then move	Hills - No effect
20 Cav, Mtd. Hv Drag, Lim Gallopers	Foot may move half a move, load and shoot muskets (etc.) in same move.	River - 1 Move to cross
16 Reiters, Tribal Hv Cavalry	Chargers may not shoot unless horse with pistols. Pistols at 1 dice per base	Woods & Diff going - Not Woodsman
12 Gendarmes, Sk Inf, Loose Inf	Shot/Lt Art move full & fire if loaded	Lt/Sk Inf no effect
8 Swordsmen, Shot,	Reiters using cariocole move 2 & fire	Gendarmes, Cavalry, Reiters, Pike, Artillery (inc Btn Guns) may not enter
6 Pike & Shot, Halbediers, Wagons	Non-emplaced Art swivel 30° to face target - does not count as moving	Others (inc mtd sk) - Half move
8/4 Limbered/Unlimbered Light Artillery	Bttn Gun - move/shoot as per Shot	Visibility in woods is 2cm (inches)
4 Medium Artillery	Lt/Gall Art move unlim 1/2 & fire.	Can't see through big hedges
8 All others inc unlim Galloper guns	Troops cannot reload if moving	Impassible - Terrain only sk inf can move in
Mixed units move as slowest part	<b>Interpenetration</b>	<b>Turning penalties:</b>
Heavy Artillery - no move	Formed units may not interpenetrate other formed units except deployed artillery/skirmishers. Sk can interpenetrate any unit except pike.	Sk / Lt Cav / Lt Inf - No penalty
Troops leaving the table are lost		Others - All turns, wheels & deviations greater than 30° from directly ahead - half
Sk & Horse shuffle away from other troops		May only wheel at the start of a charge
<b>Turning &amp; Wheeling</b>		See withdraw from combat
Turning is by wheeling. About face takes half a move (once per move).		Md & Hv art that pivot (but not move) may fire that move.
Wheeling is from an INSIDE corner, not from the centre of the unit.		

**SHOOTING**

Shooting Ranges (Long/Short) & Hits	Artillery shooting	Misc
64/32 Heavy Artillery	#dice Hv3d6, Md 2d6, Light/etc. 1d6	Cannot shoot if charging unless have Pistols
48/24 Medium Artillery	Hit Dice score 4+	Loading firearms = ½ move. Jezzails 1 move
20/8 Foot Muskets, Bow & Xbow. Lt Art	Attached Art Gen may direct fire	See "Defences" for shooting effects
16/8 Mtd Musket, Bow & Xbow, Foot Arquebus, Galloper, Btn Gun	Hv art fire alternate moves. Other art fire each move	Defensive fire only if loaded or charge started half attacker's move away if fired last move
8/4 Javelin & Mtd Arq'bus	+1/-1 Good / Poor	Shooting arc is 30° from front centre of unit
+1/-1 Good / Poor Troops	<b>Skirmisher Fire (per Base)</b>	Siege/Hv/Md Art can't move & shoot
+1 Flintlocks/Jezzails	Shooting arc is 45° - unit front centre	Cannot shoot if plug bayonet fitted
-1 Long range effect	Hit 6 (Normal), 5 or 6 (good)	Bow overhead - half hits (rnd up)- gap of 4
-1 Shooting at Skirmish Infantry or Art	+1 if Flintlock or Jezzail	Overhead fire by Art on/at a higher elevation.
Woods/Smoke/BUA - halve hits (round up)	Disregard all other factors.	At least 8 gaps between gun and intervening friends and enemy. Dead ground after village = 8.
Disciplined Troops, 1 D6 per base. 4-6 hit	Shoot at Generals > 10 from friends	
Other Troops, 1 D6 per base. 5-6 hit		

**SAVING THROWS, MORALE, UNIT SIZES & ELIMINATION**

Saving Throws	Morale Tests	EXTRA ITEMS
3-6 Ex Hv Armour	All troops test morale for each base removed	<b>Smoke - Not applicable to skirmishers</b>
4-6 Hv Armour	Test Morale if attacked by Ferocious troops at contact (first melee only)	Determine Wind direction at start of game:
5-6 Med Armour	Test if cav attacking Pike/bayonets	Directional dice & distance dice
6 Others	<b>Morale Test Procedure</b>	Every base with firearms or Artillery generates a black-smoke cloud of 4cms (6cms if 25mm) width. Test to see if smoke has an effect on every occasion
+1 Target in other cover (not defen's)	Roll 1D6 for each base lost. Fail = lose 1 additional base	Smoke lasts 2 moves
-1 Shot by Btn/Galloper gun	1, 2 Always fails	Smoke Test: 4,5,6 = No Smoke effect
-2 Shot by Lt/Med Gun	3-6 Fanatic (2 attempts one time)	<b>Unit &amp; Army Elimination</b>
NS Shot By Hv or siege gun	4-6 Elite (two attempts)	Remove 1 base per 4 cas. Nearest affected
Take bases such that frontage is maintained	4-6 Average	Units eliminated when down to 1 base unless have "Last Man Standing"
<b>Storming Breaches in Walls</b>	6 Levy	General dead if attached to eliminated unit
Defenders then attackers fire	Poor Gen - re-take pass / +1 Att dice	Army Morale Test at 50% units lost.
Defenders panic test. 1d6: 1,2 or 3 = fire at long range effect. Attacking unit may fire at defenders of the breach with half hits if loaded.	Good - Gen re-take fail / +1 Att dice	Army eliminated at 25% of original # of units