

Turn Sequence

1. Command Phase

1. Attach or detach leaders.
2. Roll for reinforcements.
3. Rally broken or disrupted units.
4. Roll for Engineering tasks
5. Declare charges.
6. Declare charge responses.

2. Movement Phase

1. Move charging and counter charging units.
2. Move all other units.

3. Fire Phase

1. Defending side issues reactive fire.
2. Acting side issues all desired fire.

4. Close Action Phase

1. Close to melee rolls. (Fire with units that failed to close.)
2. Conduct close actions.
3. Pursuit after close action.

Élan Tests:

Rally (Moving).....	1 D12
Rally (Stationary).....	3 D12
Each two casualties from fire in a single phase	1 D12
Casualty by Shell or Shrapnel	1 D12
Casualty by Battalion Volley or Canister (close).....	1 D12
Casualty by Rifle Fire (close).....	1 D12
End of Close Combat Round 1.....	1 D12
End of Close Combat Round 2.....	2 D12
End of Close Combat Round 3.....	3 D12
Cavalry Close to Melee in the clear.....	1 D12
Cavalry Close to Melee in terrain or vs. Square	3 D12
Infantry Close to Melee in clear.....	3 D12
Infantry Close to Melee in terrain or vs. Square.....	1 D12
Each Friendly Unit Broken or Destroyed within 4"	1 D12

of Dice Modifiers:

Attacked in Flank or Rear (close range fire or close action)	+1 D12
Each figure lost more than opponent	+1 D12
Unit is Below ½ Strength	+1 D12

Élan Factor Modifiers:

Each Disruption Marker	-1
Infantry in Square or stationary and in Cover	+1

In or Closing to Close Action

Outnumbered 2:1 or more	-1
In March Column	-2
In Column, Wide Column, Closed Column	+3
Attacking Flank/Rear	+2
Uphill Position	+1
Lighter Cavalry versus Other Cavalry	-1
Opponent in Skirmish Order and you are Formed	+2

Results

# Failed:	Result
0.....	Success..... Carry on with no negative affects.
1.....	Disrupted Receive 1 DM. Charging units with no more than 1 DM may close to melee, other wise they halt. Defending units stand.
2-3	Shaken..... Receive one DM per failure. Unless broken, charging units halt and defending units stand.
4+	Break

Drill Tests

Change Formation:

Change Formation & Move ½	1D12
Change Formation & Move Full	2D12
Change Formation & Charge	3D12
Reform Detachments	2D12

Other Conditions:

Charge Response.....	2D12
Break Off from Close Action.....	1D12
Formed Units and Fleeing Troops passing through1.....	1D12

Drill Factor Modifiers:

Each Disruption Marker	-1
In Restricted Formation	-2
Responding to Charge from Flank/Rear	-2

Results

# Failed:	Result
0.....	Success Perform the desired action with no negative results.
1.....	Sloppy..... Units performing any movement or change of formation receive 1 Disruption Marker. If you do not break, perform the desired action.
2-3	Failure..... Do not perform movement or formation action. Units performing any movement or change of formation receive 1 Disruption Marker for each failure.
4+	Disgrace..... Units performing any movement or change of formation receive 4 Disruption Markers and break.

Charge Responses:

2D Drill Roll Required Unless noted:

General Charge Responses

Stand and Fire – Deliver fire at charging unit. No Drill Roll required

Form Closed Column and Fire – If successful, form Closed Column from Column or Wide Column

Evade – Flee away from charge. No Drill Roll required.

Counter Charge – If successful, counter charge the charging enemy.

Limited Charge Responses

Change Formation and Fire – If successful, form square or change facing to receive a charge.

Fire and Evade – If successful, fire and conduct reduced evade move. Gunners must leave guns.

Limber and Evade –If successful, unlimbered artillery may limber and move a reduced evade move away from the charging unit.

Small Arms Fire

Platoon Fire ½ eligible figures

Battalion Volley, Skirmish Order All eligible figures

Weapons:

WEAPON	CLOSE	LONG	Notes
Pistol	--	3"	*
Carbine	4"	8"	*
Musket	6"	12"	
Rifles	10"	20"	§

* May be fired while mounted § Must always use Platoon Fire

Artillery Solid Shot

Situation	Dice
Versus Unlimbered Artillery	1D
Versus Line or Flank of March Column	2D
Versus Attack Column, Wide Column or Limbered Artillery	4D
Versus All Others, Building or Flank of Line	6D

Artillery Canister

To Hit Factors:

Gunnery Skill

Type	Short	Long	Dice
Heavy Artillery (10 pdr and up)	12"	24"	8D
Medium Artillery (8 pdr, 9 pdr)	10"	20"	6D
Light Artillery (6 pdr)	8"	16"	4D
Ultra Light Artillery (4 pdr, 3 pdr)	6"	12"	3D

Artillery Shell and Shrapnel

1. Roll to hit Target Unit versus Gunnery Skill
2. Apply General and Artillery Shell/Shrapnel Fire Modifiers
3. Roll for Effects versus Gunnery Skill if successful

Type	Shell	Shrapnel
Heavy Howitzer/Gun	4D	7D
Medium Howitzer/Gun	3D	5D
Light Howitzer/Gun	2D	3D

4. Roll to save versus any hits.
5. If missed, roll for any units within 4".

Terrain

Terrain Effects:

Rough Terrain – x2 movement cost.

Orchards, Open Woods, Brush, Scrub, Muddy Fields, Shallow Streams, Steep Slopes

Difficult Terrain – x3 movement cost.

Forrest, Dense Foliage, Marsh, Swamp, Deep Streams, Treacherous Slopes, Built Up Area

Minor Obstacle – 1" to cross & 1D12 Drill Test

Major Obstacle – Entire move & 1D12 Drill Test to cross for infantry; impassable for others.

Skirmishers not affected by Rough/Difficult Terrain. They lose movement crossing obstacles, but no Drill Tests needed.

Fire Modifiers

General Modifiers:

Firing at long range	-2
Firing while moving	-1
Each Disruption Marker	-1
Firing Carbine while mounted	-2
Fire by Infantry in Formed Two-Rank Line	+1
Reaction Fire	-1
Firing at Enemy in contact <i>only</i> with friends	-1

Small Arms Only Modifiers:

Firing Carbine while mounted	-2
First fire by formed infantry	+1
Fire by Infantry in Formed Two-Rank Line	+1

Artillery Canister Only Modifiers:

Howitzer Firing Canister	+1
--------------------------	----

Artillery Ball Only Modifiers:

Heavy Artillery	+1
Light Artillery	-1
Ultra Light Artillery	-2
Each target after first (Max -3)	-1

Close Action

Dice Modifiers:

Contacting enemy flank or rear +1D per figure

To Hit Modifiers:

Enemy is defending an obstacle or Built Up Area	-2
Cavalry attacking infantry in Square	-2
Each Disruption Marker	-1
Infantry in Formed Two-Rank Line	-1
In Skirmish Order	-2
In March Column	-2
Non-charging Cavalry	-2

Saves

Roll versus the target unit's save based on Experience:

Veteran	7
Steady	6
Conscript	5

Modifiers:

Each Disruption Marker	-1
Trained Skirmisher vs. Fire	+2
Ad Hoc Skirmisher or Artillery vs. Fire	+1
Suffers hits from flank or rear in close range or melee	-2
Target in Soft Cover (not solid shot)	+1
Target in Hard Cover (except heavy solid shot)	+3
Target in Hard Cover vs. Fire from Heavy Solid Shot	+1

Maximum modified factor is 10 in open, 11 in cover.

12 for a special casualty result