

18C REFERENCE SHEET FOR VOLLEY & BAYONET – 1-500 scale, GRIDS

TERRAIN

TERRAIN	EFFECT
VINEYARD	ALL FORMED 1/2 MOVE. CAV ARE DISORDERED. SK INF COUNTS AS IN COVER
HILL CONTOUR	FORMED INF/CAV 1/2 MOVE IF MORE THAN ONE CONTOUR & ARE DISORDERED, MAX MOVE TWO CONTOURS, ONE CONTOUR ART.
RIVER	NOT CROSSABLE EXCEPT AT BRIDGE OR ... FORD (COUNTS AS STREAM)
STREAM	1/2 MOVE , DISORDERED WHEN ATTACKING ENEMY ACROSS
MARSH	FORMED TROOPS ROLL. 1,2 NO EFFECT. 3,4 1/2 MOVE. 5,6 1/4 MOVE AND DISORDERED. ART ADD 1 TO ROLL, EACH FOLLOWING UNIT ADDS 1 TO ROLL
FORD	1/2 MOVE, DISORDERED WHEN ATTACKING ENEMY
MARSHY STREAM	INF/CAV 1/2 MOVE AND DISORDERED, LOSE BTN GUNS
SWAMP	INF SKIRM ONLY, 1/2 MOVE
STANDING CROPS	ZERO VISIBILITY THROUGH , CAN BE TRAMPLED
WOODS	FORMED INF, SK CAV, 1/2 MOVE AND ARE DISORDERED
OPEN WOOD	CAV BRIG 1/2 MOVE AND ARE DISORDERED
BUILDINGS	FORMED INF BECOME DISORDERED ENTERING AND LEAVING
RAVINE	NONE MAY CROSS. FORMED INF/CAV 1/2 MOVE, ART 1/4 MOVE TO MOVE ALONG
SUNKEN ROAD	COUNT AS FIELD WORK TO ATTACKING CAVALRY ONLY
FIELD WORKS	FORMED INFANTRY ½ MOVE TO CROSS

- VILLAGES HOLD ONE SKIRMISH UNIT, TOWNS HOLD TWO REGIMENT UNITS.
- BUILDINGS MAY BE STONE OR WOOD CONSTRUCTION.

UNIT TYPE	MOVE
INFANTRY REGT	5
IRREGULAR INFANTRY	6
SKIRMISH INF	5
HEAVY CAVALRY	8
OTHER CAVALRY	9
SKIRMISH CAVALRY	10
HEAVY ARTILLERY	5
FIELD ARTILLERY	6
HORSE ARTILLERY	9
COMMANDER	10
CAV WITH BTN GUNS	8

MORALE STATUS	FACTOR
STN'RY INF/ART DEFENDING HIGH GROUND	+1
DEFENDING WORKS OR BUILDINGS	+1
MELEEING ENEMY IN FLANK	+1
ARMY CMDR WITH UNIT	+1
MELEEING SKIRMISHERS	+1
DISORDERED	-1
MELEEING ART FROM FRONT	-1
INF REGT WITH UNSECURE FLANK MELEED BY CAV	-1
ART MELEED BY CAV	-1
ATTACKED FROM FLANK	-1
OR... INF REGT ATTACKED FROM FLANK	-2
CAV VS HEAVIER CAV	-1

MOVEMENT

- ONE FACING CHANGE IS FREE
- POORLY TRAINED TROOPS GET NO FREE FACING CHANGE, MILITIA ARE PERMANENTLY DISORDERED
- DISORDERED TROOPS CANNOT GO STATIONARY, ALL UNITS MUST BE IN COMMAND TO BECOME STATIONARY
- PPA ARTILLERY MAY NOT LIMBER / UNLIMBER IN CLOSE RANGE OF ENEMY ART, OR MUSKET RANGE OF ENEMY INF, ALSO MOVE AS ONE CLASS HEAVIER.

MORALE

- DICE EQUAL OR LESS THAN MODIFIED MORALE TO PASS, OTHERWISE UNIT IS DISORDERED

EXHAUSTION

- WHEN DIV / CORPS EXHAUSTION LEVEL IS REACHED, MAY NOT CONTACT ENEMY UNITS.
- EACH TURN THAT DIV / CORPS SUFFERS CASUALTIES, DICE EQUAL OR MORE THAN CASUALTIES THAT TURN.... OTHERWISE MORALE COLLAPSE CAUSES PERMANENT DISORDER.
- DISORDERED WILL ROUT AND ROUTED WILL BE ELIMINATED AT THE END OF THEIR ROUT MOVE.

FORTIFICATIONS

- SIEGE ARTILLERY NEGATES SAVING THROWS AT CLOSE RANGE AT TROOPS IN FORTRESSES
- UNITS IN A FORTRESS ARE IMMUNE FROM SMALL ARMS FIRE , ALL ARTILLERY AT LONG RANGE AND FIELD ARTILLERY AT ALL RANGES

RANGES

WEAPON	CLOSE RANGE	SCORE	LONG RANGE	SCORE
MUSKETS & BOWS	0	6	1	6
RIFLES	0	5,6	1	5,6
BTN GUNS	0	6	2	6
VERY LIGHT GUNS	1	5,6	2	6
LIGHT GUNS	1	5,6	3	6
FIELD GUNS	2	4,5,6	4	6
HEAVY GUNS	2	4,5,6	5	6
ALL HIGH ANGLE FIRE	-	6	-	6
ROCKETS	0	6	4	6
ALL IRREGULAR ARTILLERY	0	6	4	6

COMBAT

COMBAT	NORMAL		STATIONARY	
	FIRE	MELEE	FIRE	MELEE
INFANTRY REGIMENT	2	2	4	4
EFD INFANTRY REGIMENT	2	2	3	3
IRREGULAR INFANTRY	1	2	-	-
SKIRMISH INFANTRY	1	1	-	-
MASSED IRREGULAR CAVALRY	-	2	-	-
BRIGADED CAVALRY REGIMENTS	-	3	-	-
CAVALRY REGIMENT	-	2	-	-
SKIRMISH CAVALRY	-	2	-	-
ARTILLERY BATTALION	1	1	2	2
ARTILLERY BATTERY	1*	1*	1	1
IRREGULAR ARTILLERY	-	-	1*	-
SIEGE BATTALION	-	-	2	2

- UNITS WITH BTN GUNS ADD ONE (BTN GUN) DIE TO TOTAL
- UNITS IN BUILDINGS MAY FIRE ¼ OF DICE ON EACH SIDE, BTN GUNS MAY FIRE FROM ANY ONE SIDE

SAVING THROWS (4,5,6)

- SKIRMISHERS FROM FIRE
- CAVALRY FROM FIRE (MUST RETIRE 2 IF USED)
- ARTILLERY FROM ARTILLERY AND IN WORKS
- INFANTRY IN DENSE WOODS, BUILDINGS AND WORKS FROM FIRE
- HEAVY ARTILLERY NEGATES ART VS ART AND BUILDING SAVING THROWS
- SIEGE ARTILLERY NEGATES SAVING THROWS FOR FIELD WORKS
- HIGH ANGLE FIRE NEGATES SAVING THROW AGAINST TROOPS IN FIELDWORKS
- ALL TROOPS FROM DISORDERED TROOPS
- ALL TARGETS FROM ARTILLERY BATTERIES & IRREGULAR ARTILLERY MARKED THUS *
- UNIT MELEED FROM FLANK LOSES ONE SAVING THROW

MELEE

- UNITS IN BASE CONTACT ONLY
- SKIRMISH CAVALRY MAY NOT CHARGE UN-DISORDERED TROOPS
- NORMAL HIT SCORE IS 6, SHOCK TROOPS HIT SCORE IS 5 OR 6 WHEN ATTACKING ONLY
- CAVALRY MELEEING DISORDERED TROOPS HIT SCORE IS 5 OR 6
- HIGHEST CASUALTIES OR ELIMINATED UNITS, LOSE MELEE AND RETIRE (2) OR ROUT (4)
- ROUTERS LOSE ONE EXTRA CASUALTY, ARTILLERY IS ELIMINATED IF GROUND IS OCCUPIED BY ENEMY
- WINNERS MAY OCCUPY ENEMY GROUND AND MAY MAKE A FREE FACING CHANGE
- CAVALRY BREAKTHROUGH IF ENEMY IS ROUTED OR ELIMINATED AND MAY EITHER,
- OCCUPY THE GROUND AND MAKE A FACING CHANGE OR RETIRE 2 AND MAKE A FACING CHANGE OR CHARGE 2 IN A STRAIGHT LINE (CHECK MORALE BEFORE CONTACT) AND ARE PERMANENTLY DISORDERED,
Note. IMPETUOUS CAVALRY MUST DO THE LATTER.

TIES DECIDED BY DICE ROLL +/- MODIFIED MORALE

ARTILLERY VS CAVALRY	-2
'NON-FLANK SECURED' INFANTRY VS CAVALRY	-2
'FLANK SECURED' INFANTRY VS NON-LANCER CAVALRY	+2
INF WITH GRENADEIERS VS INF WITHOUT / PT OR MILITIA	+2
SUPPORTED (FRIENDLY NON-DISORDERED INF IN ADJACENT GRID) ART VS INF	+2