

Turn Sequence:

- **Command**
check cmd radius
- **Movement**
recover temp disord
- **Rally**
rally routed
- **Morale (both)**
morale checks
- **Combat**
adj div SP status
- **Exhaustion (both)**
check exhaustion
roll collapse

● Movement Rates (p4,5)

Command	24"
INFANTRY	
Massed Infantry	16"
Linear, Napoleonic *	16"
Linear, Pre-Rev **	12"(slow)
Skirmish Infantry	16"
ARTILLERY	
Limbered Foot Art	16"
Limbered Horse Art	24"
Manhandled Guns	2"
CAVALRY	
Light & Medium	24"
Heavy	20"
Cavalry with DG	20"

*Includes Napoleonic Inf normally massed, but mounted on linear bases
**Includes all Pre-Revolution close order infantry mounted on linear bases (Slow)

● Movement Costs and Cases **Cost**

Recover from temporary disorder (begin or end of move only)	1/2	
Foot Artillery: Limber Or Unlimber (1 per turn only)		Free
Horse Artillery: Limber OR Unlimber		Free
Limber AND Unlimber (in same turn)	1/2	
Pivot Unlimbered Artillery: (lose stationary)	1/2	
Go Stationary: Infantry* and Artillery** only:		Full Move
*Infantry may make free facing and remain Stationary		
**Artillery may unlimber in place and go Stationary		
Oblique: Inf & Cav move 45 deg from directly ahead; same facing:		Free
Facing Changes (Inf & Cav):	PT & Militia	Other Units
First Facing Change	1/2 or Disord	Free
2nd Facing Change	1/2 or Disord	1/2 or Disord

Move into contact: no oblique. Unit pivots and then travels to contact in a straight line. Do not conform to enemy stands on contact (freeze in place).
Zone of Control (1" to front of stand): Must halt in ZOC or contact stand exerting ZOC. Cannot move through ZOC to contact a different stand.

● Contacting Skirmishers (p19,20)

Skirmish Cav vs Skirmish: melee normally
Close Order vs Skirmish: retreat skirmish stand as if losing melee at the point of contact (no morale check). Close order unit uses 1/2 move or all remaining move, whichever is less, and continues on its declared path.
Close Order Cav vs Inf Skirmish: move skirmish to cover if distance to attacking cav is equal to or less than half the distance from skirmisher to nearest cover (place in or on far side of cover). Otherwise, eliminated. Cav does not lose movement for contact.

● Movement/Contact Prohibitions (p4,6,19)

Artillery: May never move into contact with enemy
Foot Artillery: May not limber and unlimber in same turn (see above)
Close Order Infantry: May not move into contact with close order cavalry (can contact skirmish cav).
Infantry Skirmishers: May never move into contact.
Close Order Cavalry: May move into contact with all
Cavalry Skirmishers: May move into contact only with: other skirmishers; routed or march column (all); or limbered or flank/rear of unlimbered Art.

● Morale Modifiers (p 9)

Defender:	
Stationary Inf or Art on Higher Ground	+1
Inf in building	+1
Inf or Art in Works	+1
Inf vs Cavalry if non Cav Secure*	-1
Flank or Rear close range fire or Melee**	-1
Linear, Pre-Rev Inf Melee'd from Flank**	-2
Art vs Cav unless Stationary & Supported	-1
Attacker:	
Meleeing a flank/rear	+1
Meleeing skirmishers	+1
Meleeing unlimbered guns from front***	-1
Both:	
Army Cdr attached	+1
Disordered	-1
Weight disadvantaged cav	-1

*Cav secure: Linear: both flanks in physical contact with friendly Inf or Cav unit(s), cavalry blocking terrain, or protected flank in combination with other. If attacked from rear, not Cav secure.
Massed: as per Linear, and also if stationary; if stationary, also secure vs rear attack.
**only one flank modifier applied (once)
***does not apply vs units with DG

● Morale Checks (p 9)

- ◆ Check during the Morale Phase.
 - ◆ **Both sides check all units that are:**
 - in contact with enemy unit(s)
 - in close range of unlimb. artillery:
- Very Light=3", Other =4"**
Effects are applied prior to next (combat) phase.

● Morale Failure Effects (p10)

- (failing degrades unit 1 morale step):**
- Good to Disorder = Temp Disorder**
Disorder to Disorder = Rout (see below):
- ◆ move full move facing away.
 - ◆ take 1 casualty
 - ◆ Check forced pass through*
 - ◆ Possible Cav breakthrough*
 - ◆ Lose Dedicated Guns
 - ◆ Mark with temp and perm disord.
 - ◆ Stay in place until rallied.

*See next page for forced pass and breakthrough

● Melee Tie Victory Modifiers (p 15)

(Add to highest modified morale + d6; Hi total wins)

Infantry with elites vs Inf with no elites	+2
Cavalry secured infantry vs non-lancer cav	+2
Supported artillery vs infantry*	+1
Non-cavalry secured infantry vs cavalry	-2
Artillery vs Cavalry	-2

*art in side or back base contact and facing same direction as a friendly non-disordered close order infantry.

● Command (p3)

Determined at start of player turn. 2 ways to be in cmd:
By Proximity: Stand 6" from its commander.
By Contact: Stand touching another stand of Div which is in Cmd. Unit must also end turn in contact w/same stand.
Skirmishers (p19): in command if within 6" of any cdr or any in cmd stand.

Out of Command:
1/2 move
Cannot go stationary
No recovery from disorder
Disordered if moved
May make free facing
Cannot move closer to enemy
Art may not limb or unlimb

● Rally (p11)

Routed unit in contact with its corps or army command stand can be rallied: Remove Temp. Disorder and face in any direction. Unit may not participate in next combat phase. Permanent Disorder remains.

● Ranges: <u>Close / Long</u>		<u>Close / Long</u> (p14)	
Infantry	na / 2"	Light Guns	4" / 8"
Dedicated Guns	na / 4"	Field Guns	4" / 10"
Very Light Guns	3" / 6"	Heavy & Siege	4" / 12"

● **Hit Numbers** (p13, 14, 15)

Normal Melee	6
Shock Unit Attacking	5, 6
Cavalry Shock (ord cav vs any disord)	5, 6
Long Range Fire (inf and art)	6
Sharpshooter (long range fire only)	5, 6
Close Range Very Light Artillery	5, 6
Close Range Artillery (all other)	4, 5, 6

● **Number of Combat Dice** (p13)

	<u>Normal</u>	<u>Stationary</u>	<u>Dedicated Guns</u>	<u>Reinf. Skirm</u>
<u>Infantry:</u>	<u>Fire / Melee</u>	<u>Fire / Melee</u>	<u>Fire / Melee</u>	<u>Fire / Melee</u>
Skirmish	1 / 1	na / na	na / na	na / na
Linear (PM)*	2 / 3	3 / 4	+1 / +1	+1 / +1
Linear	2 / 3	4 / 5	+1 / +1	+1 / +1
Massed (PM)*	2 / 4	3 / 5	+1 / +1	+1 / +1
Massed	2 / 4	4 / 6	+1 / +1	+1 / +1
<u>Cavalry:</u>				
Skirmish	na / 2	na / na	na / na	na / na
Linear	na / 2	na / na	+1 / --	na / na
Massed	na / 4	na / na	+1 / --	na / na
<u>Artillery:**</u>				
Battalion	1 / 1	2 / 2		
Battery	1 / 1 (see saves)	1 / 1		

* (PM)=Poor Musketry ** Artillery: No dice vs flank/rear melee

● **Saving Throws** (p18, 20)

1d6: 1-3 fail, 4-6 pass

Any casualty inflicted by a disordered stand
Open order hit by fire*
Hit by non-stationary ("normal") Art Battery
Troops in buildings and field works vs fire** melee
Close ord inf with reinf. skirm. vs inf. fire***
Cavalry hit by fire; withdraw 6" per to attempt save
Troops in hasty works vs infantry fire
Infantry in forest vs fire
Inf skirmisher in broken ground vs fire

* Art hit by siege and heavy art no saving throw;
Inf skirm. must have full base width to flanks.
** Buildings no save vs Heavy, Siege Art; Field Works no save vs Siege Art.
*** If hit by inf fire, reinforcing skirmish SP is casualty. If hit by Art, Close ord. inf SP is casualty.

● **Win Melee** (p15)

Side wins that takes fewest hits or wins tie breaker. All attacking units involved (not firing) may advance to occupy abandoned ground and/or make facing change. Defending Cav has same option if it wins. Advancing units cannot get closer than 1/4" to other enemy.

● **Elim Units & Retreat Path** (p17)

Units that lose last strength point in melee and/or rout retreat before removal.
Artillery Losing Melee (P15)
Limbered Art is elim by any melee attack (no roll). Unsupported Art forced to retreat is eliminated.

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● **Lose Melee** (p15,17)

◆ Drop one morale step* and retire as below:
◆ **Disordered:** retreat 1/2 move facing.
◆ **Rout:** retreat full move facing away (See "Morale Failure Effects")
◆ **Forced Pass Through**
Non-skirmish retreating units may impact units they pass through if contact occurs in first 1/2 of retreat & path goes thru parallel sides of unit. See table for cases. →

● ● **Forced Pass Through Table** (p17)

<u>Retreating unit</u>	<u>Passed through unit</u>	<u>Effect</u>
Disord	Ordered	Disord
Disord	Disord	Carry*
Rout	Ordered	Disord
Rout	Disord	Rout
Rout	Rout	Rout

*carry = both move back in contact
Inf contacting ordered Cav in 2nd half of retirement (rout or disorder retreat) stops

● ● **Cavalry Breakthrough** (p21)

When a unit melee'd by a close order cavalry unit routs: can occur during either Morale or Combat Phases. Cav has 3 options: (1) occupy space and make facing change (2) remain in place and make facing change (3) or continue the charge (see below)
If router was not eliminated: Cav directly follows router up to its full move until it contacts router or another unit in path. Proceed with breakthrough morale test for cav--if in combat phase, contacted unit does not check. If in morale phase, both check. No morale check if contact is vs routed unit. Breakthrough Cav is then given permanent disorder (if already temp disordered, replace with permanent, not rout). Proceed with melee as normal.
If router was eliminated: as per above, but Cav moves directly ahead up to half normal move and must end in contact.

● **Morale Collapse and Div Exhaustion** (p24)

1. Check during Exhaustion Phase for **both** sides.
2. Exhaustion Level: Division is Exhausted when total lost SPs equals or exceeds its level.
3. Div Exhaustion effects: Effects incurred at end of turn (not at instant of loss). Lose all stationary status and cannot go stationary. Cannot move into contact with enemy. Must check for collapse during morale phase each turn casualties are incurred while exhausted (see #4).
4. Check for Collapse Any division at or above exhaustion level, to include previously collapsed, that has incurred casualties in a turn, including the turn it reaches exhaustion, checks. Roll 1d6: if result is equal or lower than strength points the div lost that turn=morale collapse.
5. Div Morale Collapse effects: Good units Permanent Disorder. Disordered units rout. Routed units eliminated. Cannot move into contact with enemy.