a   b   c   d

Sequence of play. Establish which player(s) moves first. First player follows sequence of play (**Fog of War, Move, Fire, Melee & Moral)** followed by second player repeating to end turn 1. First player starts turn 2.

FOG OF WAR	Role 1d6, if 1, role 2d6 and consult table.

A.MOVE; 1) Compulsory Moves **Retreat and Routs**; distance as for disordered units.[*Ia*] Directly away from enemy [*Ca*]	2) Dice to **Clear disorders [*Ia*] and reform.** For reforming units, with **red** markers, 1d6; Green1d6 All but 1 Trained 1d6 All but 1, if 1; 1d6 all but 6 is fail. Veteran 1d 6 All but 1, if 1: 2d6 all but 6 is fail.	If successful, remove **red** marker, unit reforms in any formation or direction; its centre may be no more than 2" from start point. Unit may move or fire normally. 3) Exchange orange markers for red markers for any units attempting to reform.

MOVEMENT RATES — Xd6"

MOVEMENT RATES	Xd6"
Line infantry (plus 2" if in column) & limbered M/H guns	1
Light infantry & limbered light guns	2
Line Cavalry and Command.	3
Light Cavalry	4

B.Normal Move. Formation change/gun deployment (unlimber, limber or manhandling) mark the unit with red counter. If unit moves, fire or melees replace **red** with **orange** counter.

Units that move cannot fire (except response fire)**.** **Move** all units, without red markers, once in any sequence, except Command, move last. **Move** by combination of direct march & wheel only; else formation change. **Retreat** A unit may manufacture a retreat by following results for lost melee by one factor (may result in a route) [*Fc*]

Movement is modified as follows; Add 1d if; **brigade moves** as one (Apply worst modifiers). C**ommand in 18"** (not if unit disordered). **Movement Bonus;** trained troops add 1d6, Veteran 2d6. (not if unit disordered). Choose any combination of dice up to number in **Movement Rates.**

Units must stop 3" from enemy unit unless moving to contact/charging.

Green units must move full final value, Trained at least ½ or more, Veteran any up to full.

Charge/ Move to contact Must cover last 6" or full move if less, at 90° to defenders unit edge attacked (being the **charge distance**). Must have line of sight through charge distance**.** Disordered no bonus.	1) Any unit may evade [*Ca*]. 2) Stand and response fire [*Ca*]. 3) Only cavalry, if not disordered, may counter charge.

C. **Response fire** occurs if enemy units pass into or through a unit's arc of fire [*Db*]. If a unit is contacted to front then fire using normal factors. If contacted to flank or side, no contact or a supported unit is contacted, casualties are based on 1d6, plus **fire bonus.** Disordered units can only response fire when contacted. If reforming unit response fires unit is disordered. Replace **red** with **orange** marker. Cavalry only response fire to front.	**Response Moves** **Evade.**[*Ca*] **Pursuit.** If a unit evades the attacker my cease its charge from between where the **charge distance** [Ba] began and the maximum movement previously determined. **Counter charge.** Unit moves 1D6 plus Movement Bonus and must reach opponents start **point of charge** distance to count charge bonus. **Secondary charge.** If target evades through friendly unit then this unit can be charges as if it were the original target.

Initially a unit that**, retreats, evades** or **routs** moves directly away from attacking unit, but not such as to decrease the distance between itself and other enemy units. If this movement is through friendly units then interpenetration rules [*Ja*] apply. If the required movement is not possible, unit destroyed (removed). Subsequent moves must be towards players own edge. Unit moves movement rate d6**.** Unit disordered if not already so.

D.FIRE All units can fire once in any sequence.	1 dice per figure in unit plus shooting modifiers. Require a 6 to hit. (figure removed) If casualties at least 2 moral TEST.	Count first and second rank only, for all but, light troops which count all and cavalry which only response fires.

The **arc of fire** covers any target forward of the front edge of the firing unit. Count all figures target 90° to front plus 50% of rest of unit. Except artillery where the arc is 22 ½ ° either side of the perpendicular: Being a cone at 90° to the gun barrel, where the length and diameter of the cone is equal to range.

1. Divide by 2 for each factor:
a. Firing unit disordered, b. Long Range, c. Target in cover.
Round down to modified dice total.
2. **Fire Bonus**. Trained/Veteran troops add 1d6/2d6.
3. **Dense targets** Add 2d6 for (three of more ranks deep from point of firer.)
4 **Canister** add 2d6.
5 Units in **hard cover** cannot be hit at long range [*Jd*].

Ranges (Canister)short/long
Muskets 3/6"
Rifles 5/10"
Carbines & pistols 3"/nil
Guns (6)12/36"
Light guns (6)12"/nil

E.Fire (continued). Units on hills (which count as flat and break line of sight) cannot shoot over intervening (not on hill) units, within 12"; then target any unit which is first in line of sight. May shoot directly onto other hills but 12" rule applies in reverse for friendly units near target. Gap between friendly units and target must be 12" or at least twice the frontage of the target, to fire through.	Artillery fire may target any unit in **arc of fire,** [D*b*] but if not 90° to front, ½ dice.

F.MELEE The attacking player moves to contact if possible. The defending player is in contact if; it stood, counter charged or evaded and is caught by charge. If attacker fails to contact they are disordered.	Compare TEST scores after **test modifier**. Loser takes **melee casualties**, TESTs, if not **Routed** (moves next turn), **Retreats** (moves next turn). If multiple attacking units, use best combination of unique factors. eg casualties of strongest unit, one charge bonus only. If draw melee continues to next players turn, if at least one participating unit involved wishes, else retreat 3". At melee end, all parties are disordered.
Test Modifier dice 1d6 Green 1=-1. Trained 1=-1, 6=+1. Veteran 6=+1	**Melee Casualties** Losers removes 3 figures per difference in TEST

G.MORAL Apply TEST and **test modifier** to all units within 18" of/ self in; retreat, rout or destruction of friendly unit, unit closet to destroyed units first, then closet to routing units. Moral TEST only once per turn.

H.TESTS	Casualties	Melee	Moral
Apply when:	A unit has more than 2 per turn.	When attacking and defending units **contact.** [*Fa*]	All units within 18" of/ self in; retreat, rout or destruction of friendly unit,
Result **-6 or more rout**			

I. Disorder (recorded by orange marker.) Effect; 1) Basic move rate only (no modifiers)	2) Fire is halved 3) No fire bonuses 4) No command bonuses 5) No charge bonuses	**Terrain** If any unit crosses into or out of terrain it must stop. Regular infantry and cavalry and guns are disordered by moving through all designated terrain. The unit is not disordered when exiting terrain following stop. Designated terrain including hills, cannot be fired through. Units firing on targets in designated terrain including walls/ and buildings: half dice. If designated **hard cover** can only fire at short range. Only Defenders behind/ in walls/buildings count cover Attackers do not claim cover and are disordered if attack over obstacle. Soft ground may negate charge bonus and disorder. Hills may impede or enhance movement or charges as designated.

J. A unit is disordered if; 1) 2 or more casualties in a turn 2) It is moving in disordering terrain 3) Successful move to contact on units flank or rear 4) Conclusion of melee 5) Incorrect formation, formation change, reforming retreating or routing. 6) Interpenetrating friendly unit (except if at least one unit is light and friendly).	-2	

Casualties 10% or more	-1
25 % or more (cumulative 2)	-1
33 % or more (cumulative 3)	-1
50% or more (cumulative 5) Units 75% unit destroyed (removed)	-2
Per item, casualties from: **artillery**, in **rear** or **flank,** this turn	-1
Unit contacted on **flank/rear**	-1/-2
Green unit /Trained unit	-2/-1
Self **retreating,** or per **retreating** or **evading** friendly unit passed within 18"	-1
Self **routing** or per **routed** friendly unit passed within 18". Same/other Brigade	2/-1
Per **destroyed** friendly unit passed within 18" Same/other Brigade	-3/-2
Charging/counter charge (both if not disordered), all line infantry and line cavalry, light horse and light foot rear only. This bonus continues in subsequent rounds.	+1
Friends in sight/supported . Cavalry, infantry or guns in line of sight within 18" of unit. Not if friend/support disordered, intervening units or terrain (unless at terrain edge)	+1
Command in 18" (unit cannot be disordered).	+1

Percentage tables

Fig.	10 %	25 %	33 %	50 %	Example
3	1	1	1	2	Light guns
6	1	2	2	3	H/M guns
7	1	2	3	4	Lt inf. /Cav. Line Inf.
12	2	3	4	6	Hessian post 1760 Line Inf. French
24	3	6	8	12	
32	4	8	11	16	Line Inf. British & Hanoverian

Summary
- Only 6 sided dice are used. Six improves, one impairs performance.
- One player moves and fires, but opponent may or may have to make certain response moves or fires.
- Movement is determined by dice throw.
- Each figure fires with one dice needing a six to kill and remove an opponent's figure.

- The number of movement and firing dice are modified by circumstance.
- Disordered units may move or fire at reduced rates
- Melee occurs for units in contact after movement and firing.
- Moral is checked; as events occur and at each players turn end.
- Both melee and moral are determined by a universal TEST table.

K. Command. Command radius 18". Line of sight not required.

Command units cannot fire or be fired at. However, they do block line of sight of friendly units. Enemy units may move to contact/charge them. If contacted command units are removed from play. Command units may evade. For TEST purposes if within 18", removed Brigade command unit counts as unit in own brigade destroyed. May apply to all division or army depending on commanders authority.. Command radius may be restricted by scenario.

Dice Modifiers for unit attributes					**Correct Formation**

unit Experience	To clear disorder	TEST	Move Shoot	Unit attributes may vary by activity to reflect historical units
Green	1d 6 All but 1	1d6 1 =-1		
Trained	1d 6 All but 1, if 1 1d6 all but 1	1d6 1 =-1, 6=+1	+1 1d6	
Veteran	1d 6 All but 1, if 1 2d6 all but 2 x 1	1d6 6 =+1	+2 1d6	

Correct Formation

Light units may have up to 6" between figures in its unit. The do not have a correct formation and never count as a dense target.

Line infantry/cavalry for correct formation; all figures must be in base to base contact.

Column of March. A formation at least one figure wide with equal number of figures in each but the rear row. Cannot fire or contact enemy

Attack Column A formation three figures deep with equal number of figures in each but the rear row. Can Fire and Charge. Counts as a dense target (French regular infantry only)

Line. A formation no deeper than two figures with no more than one additional figure in the front row.

A line may pivot/refuse the line up to 45° forward or 90° back no more than twice to be incorrect formation. Unit fire by section between break in line (fire bonus allocated to sections at players discretion). Only ultimate edge of unit is flank. A line infantry unit may form an equally side (or as can be) square (no flank or rear). These are formation changes. Whole Brigade must move to get Brigade bonus (Apply worst modifiers).

Wheel by measuring distance travelled by front corner that moves. Other front corner rotates on a fixed point.

L. Line cavalry move by squadron. All figures of each squadron must be in base contact. Each squadron melees separately. Regiment move in lie or column. A regiment may dice and move as one body, **Regimental move**. If moving as a regiment one squadron may charge/contact and other squadrons may move to support. Supporting units count charge bonus.

Guns are grouped into batteries of one, two and rarely three. If a battery is split, then apportion crews equally and treat as separate batteries. They cannot regroup. Crew are normally trained. Guns have a crew of six figures (represented by the gun and 6 figures) . Light guns, have 3 figures and only fire short range. Canister has a 2D6 bonus. Guns with no crew figures are removed.

Off table movement via umpire. Delayed entry 1d6 plus movement bonus, requiring 6. Add 1D6 for each turn delayed.

M. Fog of War	Allied	French
2.	Active players commander killed by stray shell randomly determine which with 50% less chance for army commander.	
3.	Active players commander unhorsed, randomly determine which with 50% less chance for army commander. Return unhorsed commander to nearest point on start table edge.	
4.	Crisis meeting; all active players commanders moved to Army Commander	
5.	Spirit of Sackville; Allied line cavalry may not advance towards enemy (including by wheel) for one turn..	Fitz James dither, French line cavalry not under command for one turn. Do not apply command modifier
6.	Lost orders Brigade nearest Army commander moves half normal rate	
7.	1st Turn. Heavy rain. Showers turn heavy, minus two dice from final number thrown, for each players turn. 2nd Turn. Rain ceases unless 1 rolled at start of next turn. 3rd Turn. Repeat 2	
8.	Dead Calm, no wind so smoke accumulates, aiming more difficult minus one dice from final number thrown for firing (including response fire), for active players turn.	
9.	Inspired command. All units within command distance of commander furthest from army commander receive command bonus for active players turn only, whatever their circumstances.	
10.	Spirit of McBean up to two guns may relocate 1d6 and fire. (not disordered)	Vive l'artillerie, up to three artillery bases fire twice.
11.	Von Sproken's elan; all units (or none) of any one infantry brigade may move three inches directly toward enemy and move as normal.	Aattaque! all units (or none) of any one infantry brigade may form attack column and move two inches directly toward enemy and move as normal
12.	Ad victoriam; remove all orange disorder markers	A la victoire; remove all orange disorder markers