Sequence of play. Establish which player(s) moves first. First player follows sequence of play (A)Move, (B)Fire, (C)Melee & (D) Moral) followed by second player repeating to end turn 1. First player starts turn 2. Players must keep their opponents informed of their intended movement to allow appropriate ewponse

Markers. When a unit is **disordered** it is marked with an orange marker. If a unit wants to **reform** from disordered it is marked with a red marker.
Please explain all moves to opponent before you action them to avoid misunderstandings eg a reformed unit will reform to its advantage opponents must be aware of this flexibility. Opponents must be given the opportunity to response fire

A. MOVE;

1. **Compulsory moves**; **Both** players units are subject to non voluntary retreats and routes move in this phase
2. **Retreats.** A unit remains facing the same direction but moves away from an enemy unit.
3. **Routs**. A unit turns about face then moves way from an enemy unit.
   Initial Move. A unit that **Retreats or Routes** moves, **MOVEMENT RATE** d6**,** directly away from the enemy unit to front. If the initial move is 6" or less, the unit moves in formation directly away from the enemy. If this movement is through friendly units then I**nterpenetration rules** apply. If the required movement is not possible, unit **Destroyed.** Else units may move towards the friendly table edge, in any formation. Routes only, subsequent moves, units move, in any formation, towards and off friendly table edge. Once a unit has retreated, it remains disordered but moves as normal. **Routed** units can be rallied by attaching a commander and applying a TEST in the moral phase. If the unit fails to rally the unit (not the commander) is destroyed. Once a unit has rallied treat as if it has retreated one turn.

4. **Reform**, exchange orange markers for red markers for any units attempting to reform. A unit that moves, fires or melees or is disordered by casualties when it is reforming is disordered, and an orange marker replaces the red marker.

5. Units that have **Reformed** last turn with red markers**, clear disorders and conduct formation change**. Remove red markers. Unit reforms in any formation or direction; its centre may be no more than 2" from start point, except when wheeling when the unit may wheel no more than 90° from any fixed point. Unit may move or fire normally. Only units which acquired an orange disorder marker from casualties when reforming may change formation.

6. **Normal Moves**
   The total **number of movement dice** per **MOVEMENT RATES see table below** eg Add 1 d6 if in column of march and or Add 1 d6 if majority of move on road to movement rates, up to a maximum of 4.
   Plus **MOVEMENT MODIFIERS**; trained troops add 1d6 or Veteran 2d6. (Neither if unit disordered).
   Brigade moves add 1d6 if all and at least two units as one (Apply lowest movement bonus applicable to Brigade).
   Add 1 d6 if C**ommand in 18"** (not if, commander is attached, unit disordered or Brigade is below half strength).
   Use any combination equal to the **number of movement dice** up to the maximum of 4, to calculate the **Maximum Movement**. Green units must move full result, Trained at least ½ or more, Veteran any up to full. **Move** all units, without red markers, once in any sequence. **Move** by combination of direct, march by flank (up to 90% from frontage, up to half maximum) & wheel only; else formation change. If a unit does not move the flank (two deep) may pivot or rear (one deep) may turnabout without disorder. A pursuit is a normal move. Command, move last..

<table>
<tr><td colspan="2">OR, Formation change/gun deployment/manhandled mark the unit with red counter. The unit is disordered. Player states a gun is to unlimber, limber be manhandled. Treat as formation change with the gun reformed (limbered or deployed) at the start of the next movement turn of the player.
OR, Voluntary Retreat apply an orange disorder marker if not already disordered move using compulsory retreat rules.</td></tr>
<tr><td colspan="2">7. Advance to contact/ Charge Infantry normally advance to contact (after engaging in a fire fight) whilst cavalry attempt to charge home. Contacting/charging unit must reach enemy unit and be able to move the last 6” or full move if less, at 90° to defenders unit edge attacked (the charge distance). Must have line of sight throughout charge distance. Units move to centre of opposing unit if one on one attack, but centre on internal side edge, perpendicular to target front edge, if two attackers Do not move unit until defender has reacted by either;</td></tr>
<tr><td colspan="2">1) Any unit may evade and head away from charging enemy, follow rules for non voluntary retreat. The evading unit is disordered. If a unit evades, the attacker may cease its charge from between where the charge distance began and the maximum movement previously determined and is disordered if does not make contact. If target evades through or past a friendly unit, with in charge range, then this unit can be charged as if it were the original target.
2) Stand and Response fire. (see section in Fire, below)
3) Only cavalry, if not disordered, may counter charge. (require anything but 1 on 1d6) Move 3” or half charge distance if less.</td></tr>
<tr><td>Response fire may be used where</td><td>Units contacted to front or flanks (pivot figures) fire using normal factors, if contacted rear (about turn figures) use front rank only. If enemy units in a turn pass into and out of a unit’s arc of fire or contacts a friendly unit within a units arc of fire.</td></tr>
<tr><td></td><td>Disordered units can only response fire when contacted. Cavalry and artillery only response fire to front. Artillery only at short range. If reforming unit response fires unit is disordered, replace red with orange marker.</td></tr>
<tr><td colspan="2">8. Units that move cannot fire, except response fire.</td></tr>
<tr><td colspan="2">9. Units must stop 2” from enemy unit, unless moving to contact/charging.</td></tr>
<tr><td>TEST</td><td>Any unit that lost one figure or more TESTS.</td></tr>
</table>

B.FIRE; All units can fire once in any turn (excluding any response fire). Must have line of sight Artillery arc of fire covers any target forward of the front edge, 6", of the firing unit. Infantry arc of fire is any target in range to front of unit. Can calculate a mix of short and long range shots Any friendly units (including commanders) block line of sight. Gun do not have line of sight if friendly units in arc of fire. Count first and second rank only for units in line or attack column. Two ranks deep from side and one rank deep from rear. Figures may pivot to shoot to flank or rear and fire but first shot counts as response fire. A pivot is neither a move or a change of formation. Light troops and cavalry count all figures, 1d6 per figure. Require a 6 to hit. (figure removed) If one or more casualties moral TEST unit immediately. To calculate Modified Fire Value, apply a 50% reduction of the calculated modified fire value for each modifier below: 1. Firing unit disordered 2. Response fire 3. Long Range (see **RANGE TABLE**). 4. Target is in hard cover	Then if not disordered add Fire Bonuses; 1. Trained (Trained troops using platoon count as Veteran) 1d6. 2. Veteran troops 2d6 3. Dense targets (in column of march or three or more ranks deep from point of firer. Not column of attack from front) add 3d6 4. Canister add 2d6.
TEST	Any unit that lost one figure or more TESTS.
C.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 due to an evade they are disordered. Compare TEST scores after **Test modifier**. Loser takes **melee casualties** and retreats. If multiple attacking units, use best combination of unique factors. eg casualties of strongest unit, one charge bonus only. Divide casualties by number of defeated units, residual to largest defeated unit. If melee is a draw, both units retreat and loose three casualties. Both sides are disordered on resolution of melee.	
Test Modifier dice 1d6 Green 1=-3, 6=+2. Trained 1=-2, 6=+2. Veteran 1=-2,6=+3	**Melee Casualties** Losers removes 3 figures per difference in TEST

D.MORAL

Retreats, route and destroyed friendly large units within 18". Large units are those with 12 or more figures at start of game. Unit closet to destroyed units first, then closet to routes then retreats.

TESTS		**Fire**	**Melee**	**Moral Phase**
Result **-6 or more** **rout**	Apply when:	When a unit has lost a figures or more	When attacking and defending units **contact.**	When a unit is disordered and for retreats, routes seen and destroyed friendly large units within 18".

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 6) Cannot response fire except if contact in front 7) Act as friend in sight or 8) Provide support.	

J. A unit is disordered, mark with orange marker, if; 1) significant casualties in a turn [eg 24 infantry unit 3] 2) It is moving in disordering terrain 3) Suffered move to contact on units flank or rear 4) It is routing, retreating or evading.	5) Incorrect formation or during a formation change. 6) Interpenetrating friendly unit (except if at least one unit is light and friendly, but all units disordered if any unit contacted during interpenetration).

Disordered **Casualties** [24 figure units else see table] Significant [3] Major (cumulative 2) [6] Severe (cumulative 3) [8] Critical unit destroyed (removed)[10]	-2 -1 -1 -1
Per item, casualties from: **artillery**, in **rear** or **flank,** this turn Unit contacted on **flank/rear**	-1 -1/-2
Green unit or light troops Trained unit	-2 -1
Charging or counter charge (both if not disordered), all line infantry/Attack Columns **Charging** or counter charge (both if not disordered) Line cavalry, light horse contacting enemy to rear only. **Support** Squadrons of same regiment (if not disordered) may provide **support** to a charge Attacker **outnumbers** defender in melee 2:1	+1/2 +2 +1 +2
No Friends in sight. Any cavalry, line infantry or guns in line of sight within 18” of unit. Friend does not count if disordered or if there is intervening units or terrain (unless at terrain edge). Unattached **Army Commander** or Unattached **Actual Sub Commander** in 18” command radius .(unit cannot be disordered or lost more than half of brigade). **Army Commander** or **Actual Sub Commander** attached to unit **For retreat(s)/ route/destroyed** friendly large unit(s) and units commander within 18’; per retreat or route-1, per unit/commander destroyed-2: to a maximum of -2 Large unit are units with more than 12 figures full strength	-1 +1 Max +2 -2 Max

***K*. Command. Command radius** 18". Line of sight not required. Effect limited by position in chain of command. Commanders move after all normal movement at which time they can move to attach or move away and detach from a unit
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 destroyed. Command units may evade. Command radius may be restricted by scenario.
Cavalry have a command radius of 36" outside of which the unit is disordered if moving.

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 as near equal number of figures in each, the rear row being as full as possible . Cannot fire. If contacts enemy it is disordered. Counts as a dense target
Attack Column A formation at least one figure wide with as near equal number of figures in each, the rear row being as full as possible. Can Fire or Charge. (French line infantry only). Is not a dense target from front.
Line. A formation no deeper than two figures with no more than one additional figure in the front row.
Other formations. A line may **refuse the line** up to 45° forward or 90° back no more than twice to be in correct formation. Unit fire by section, and take casualties, between break in line (each fire bonus dice allocated to one 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 but dense target).
Formation changes are required to move in and out of other formations . If unit moves while in formations, other than line or column it is disordered
If a unit does not move the flank (two deep) may pivot or rear (one deep) may turnabout without disorder
Whole Brigade, must have at least have two units, must move to get Brigade bonus (Apply worst modifiers).
Types of movement
Advance move 90% to front edge of unit
Wheel by measuring distance travelled by front corner that moves. Other front corner rotates on a fixed point.
Marching by flank moving other than advance 90 % of front edge of unit. This resents a combination of marching to front and pivoting. Divide the final movement value by two. (round down)
Support. Squadrons of the same regiment, that are not disordered, may provide support to a charge. The supporting unit must be within 9" of charging unit and more than 50% directly to rear. Move supporting unit with charging unit and place 7" behind charging unit. Other squadrons can support the supporting unit if within 9" of the supporting unit. The bonus remain plus 1.

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

Terrain Features 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.
If any unit crosses into or out of terrain it must stop. Regular infantry and cavalry and h/m guns are disordered by moving through all designated terrain. The unit can reform when it is not moving or no longer in disordering terrain by reforming. Disordering terrain will break line of sight unless stated otherwise. (units moving in such terrain are disordered)
Designated terrain including hills, cannot be fired through. Units in designated terrain including walls/ and buildings have hard cover.

Only Defenders behind walls or in 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.

Dice modifiers by unit class		
Unit Experience	TEST	Move Shoot
Green	1=-2, 6=+1.	
Trained	1=-1, 6=+2.	Plus 1 d6
Veteran	1=-1,6=+3	Plus 2 d6
Unit attributes may vary by activity to reflect historical units		
Always round down		

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

Casualty Tables

Example	Full strength	Significant	Major	Severe	Critical
Light guns	3	**1**	-	-	2
H/M guns	6	**2**	-	-	3
Lt inf. /Cav.	7	**2**	3	-	4
Brigaded Grenadiers Line Inf. Hessian post 1760	12	**3**	4	5	6
Most Line Inf. French	24	**3**	6	8	10

MOVEMENT RATES

Number of 1d6
Cannot exceed 4d6 (before movement modifiers)

Line infantry & limbered/ M/H guns	1
Light infantry & limbered light guns	2
Line Cavalry	3
Light Cavalry and Command.	4
Units in column add	1
Units on road	1

Units with special attributes	
Fire by platoon	All nationalities can fire by platoon but unless stated French do not.
Scottish Highland	May move from Line infantry to light infantry via formation change Are trained but veteran in melee 24 figure battalion becomes 3 x 7 figure units The colour party of three is removed. Any casualties to date are distributed, as evenly as possible, across the 3 new units. Cannot then reform as line infantry.
French Attack Column	Counts are charging if not disordered. Is not a dense target from front
Hanoverian Grenadiers a cheval	Do not charge or counter charge. Veteran. Use pistols 1d6 per figure, for response fire, if stands or following opponents response fire if moving to contact.
British Heavy Cavalry	Do not evade. Always pursue for at least one turn. Veteran.
Lancers	A draw in melee is treated as a victory for lancers. Except when fighting Line Infantry which are not disordered and in line or square or, cuirassier or other lancers,
French Dragoons	When mounted as Trained Line Cavalry but loose charge bonus in the case of a draw with other line cavalry. Can dismount (take one turn disordered to demount/mount. Dismounted Green Light Infantry (7 figures)
Cuirassiers	A draw in melee is treated as a victory for Cuirassiers. Except If melee with Line infantry which are not disordered and in line or square or other Cuirassiers.
Prussian Line infantry	A higher proportion of Prussian units, especially at the start of the war should be veteran. Trained line units may be counted as Veteran for movement.

Summary

Only 6 sided dice (d6) are used . Six improves, one impairs performance.

- One player moves and fires, but opponent, may choose or have, to make certain response moves or fires.
- Normal movement is determined by dice throw.
- Each figure fires with one d6 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 if casualties are suffered and at each players turn end.
- Both melee and moral are determined by a universal TEST table.