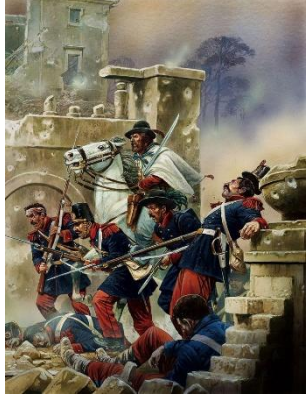


Sequence of play. Establish which player(s) moves first. First player follows sequence of play (Fog of War, Move, Fire, Melee & Moral) followed by second player repeating to end turn 1. First player starts turn 2.	
FOG OF WAR	Role 1d6, if 1, role 2d6 and consult table.
MOVE;	
1. Compulsory moves; Retreats and Routs; For full first move to a maximum 6" a unit that, Retreats, Routes or Evades moves, MOVEMENT RATE d6, 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 apply. If the required movement is not possible, unit Destroyed (removed). Subsequent movement routing units move towards and off players own edge. retreating and evading units are disordered, Routed units cannot be rallied	
2. 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. Units which acquired an orange disorders marker from casualties when reforming may change formation, remove red marker, but remain disordered.	
3. Reform , exchange orange markers for red markers for any units attempting to reform. A unit that moves, fires or melees when it is reforming is disordered, the orange marker replaces the red marker.	
4. Normal Moves. Ther player indicates the direction of march. The total number of movement dice per MOVEMENT RATES plus movement modifiers; Add more movement dice if full move on road. Movement Bonus; trained troops add 1d6, Veteran 2d6. (not if unit disordered). Add 1d if; French brigade moves as one (Apply lowest movement bonus of Brigade). Add 1 d6 if Command in 18" (not if unit disordered). Use any combination equal to the number of movement dice to calculate the result. Green units must move full result, Trained at least ½ or more, Veteran any up to full. A pursuit is a normal move.	
Or Formation change/gun deployment (unlimber, limber or manhandling) mark the unit with red counter. The unit is disordered during the formation change/gun deployment. The formation is changed or gun deployed at the start of the next movement turn of the player.	
Units that move cannot fire (except response fire). Move all units, without red markers, once in any sequence, except Command, which move last per MOVEMENT RATE d6. Move by combination of direct march (up to 45% from frontage) & wheel only; else formation change.	
Units must stop 2" from enemy unit, unless moving to contact/charging.	
5. Charge/ Move to contact If a unit can reach and enemy unit and can cover 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. Do not move unit until defender has reacted by either; 1) Any unit may evade . (move as if retreating) If a unit evades the attacker my 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 then this unit can be charged as if it were the original target. 2) Stand and Response fire. All units contacted to front fire using normal factors. If either enemy units pass into or through a unit's arc of fire (including infantry contacted to flank or rear), or a supported unit is contacted. Casualties are 1d6, plus fire bonus (if not disordered). Disordered units can only response fire when contacted. Cavalry and artillery only response fire to front. If reforming unit response fires unit is disordered. Replace red with orange marker. 3) Only cavalry, if not disordered, may counter charge. (require anything but 1 on 1d6) Move 3" or half charge distance if less.	
FIRE; All units can fire once in any turn (except response fire). Must have line of sight Arc of fire covers any target forward of the front edge of the firing unit. Count all figures, target 90° to front, plus all others in the same range bracket. For artillery the arc is any target forward of the 6" front base edge Any friendly units (including commanders) plus 2" either side, block line of sight. Gap between two friendly units and target must be 12" or twice the frontage of the target, which ever is smaller, to fire through. Count first and second rank only for units in line or attack column, unless stated Italian troops only count first rank, light troops count all and cavalry which is 1d6, plus fire bonus (if not disordered) 1d6 per figure in unit. Require a 6 to hit. (figure removed) Apply Firing Modifiers. If casualties at least 2 moral TEST.	
Modify the number of 1d6; First divide by 2 for each a, b & c (below): Round down to modified dice total. a. Firing unit disordered, b. Long Range (see RANGE TABLE), c. Target in cover. Fire Bonus. Trained/Veteran troops add 1d6/2d6. Dense targets (three of more ranks deep from point of firer.) add 2d6 For Canister add 2d6.	

Units in hard cover cannot be hit at long range.			
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 , TESTs, if not Routed (moves next turn), retreat (moves next turn). 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.			
Test Modifier dice 1d6 Green 1=-2, 6=+1. Trained 1=-1, 6=+1. Veteran 1=-1,6=+2		Melee Casualties Losers removes 3 figures per difference in TEST	
MORAL Apply TEST and test modifier to all units who loose a melee, Large units are those with 12 or more figures at start of game. Retreats, routes and destroyed large units within 18” also lead to TEST. Unit closet to destroyed units first, then closet to retreats, routes and destroyed units. Test Line infantry			
TESTS	Casualties	Melee	Moral
Apply when:	A unit has 2 or more casualties per turn.	When attacking and defending units contact .	When self looses a melee or for Retreats, routes and destroyed friendly large units within 18”.
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 6) Cannot support fire or provide support.	
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 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).			
			-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
Charging /counter charge (both if not disordered), all line infantry and line cavalry, light horse contact to rear only.			+1
Italian units			+1
Italian irregular infantry units in 18” range of unfriendly cavalry			-1

<p>Friends in sight. 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) Command in 18”.(unit cannot be disordered or last surviving unit in brigade).</p>	<p>+1 +1</p>
<p>For units with original strength 12 or more figures (Large units). For retreat(s)/ route/destroyed friendly large unit(s) and units commander and above passed within 18’; per retreat -1, per retreat,-2 per route,-3 per unit/commander destroyed to a maximum of -3</p>	<p>-3 max</p>

K. Command. Command radius 18”. Line of sight not required. Effect limited by position in chain of command. 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.

Correct Formation
 Light troops 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.
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 and Charge. Counts as a dense target Can only be used by French & Elite Neapolitans.
Line. A formation no deeper than two figures with no more than one additional figure in the front row.
Other formations. A line may pivot/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) or turn its rear rank about. Formation changes are required to move in and out of other formations .If unit moves while in other formations it is disordered
 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.

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 no longer in disordering terrain by reforming
 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/in buildings count cover Attackers do not claim cover and are disordered if attack over obstacle. To gain protection of linear obstacle figures must be behind it. In the case of buildings they must be on the perimeter of it Soft ground may negate charge bonus and disorder.
 Hills may impede or enhance movement or charges as designated.

Fog of War	
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. Commander does not provide command bonus for one turn
4.	Crisis meeting; all active players commanders moved to Army Commander
5.	Cavalry may not advance towards enemy (including by wheel) for one turn.
6.	Lost orders, Brigade nearest Army commander moves half normal rate
7.	1 st Turn. Heavy rain. Showers turn heavy, minus two dice from final number thrown, for each players turn. 2 nd Turn. Rain ceases unless 1 rolled at start of next turn. 3 rd 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. Vive l'artillerie, up to two guns fire twice.
- 11. Elan; 3 units (or none) may move three inches directly toward enemy and move as normal.
- 12. A la victoire; remove all orange disorder markers

Dice modifiers by unit class

Unit Experience	TEST	Move Shoot
Green	1=-2, 6=+1.	
Trained	1=-1, 6=+1.	Plus 1 d6
Veteran	1=-1,6=+2	Plus 2 d6

Unit attributes may vary by activity to reflect historical units



RANGE TABLE

(Canister)short/long

Muskets 3"/6"

Rifles 5"/10"

Carbines & pistols

3"/nil

Guns (6)"12"/36"

Light guns (6)"12"/nil

Percentage tables						MOVEMENT RATES	1d6
Example	100%	10%	25%	33%	50%		
Light guns	3	1	1	1	2	Line infantry (plus 2" if in column) & limbered M/H guns	1
H/M guns	6	1	2	2	3		
Lt inf. /Cav.	7	1	2	3	4	Light infantry & limbered light guns	2
Line Inf. Italian	12	2	3	4	6		
Line Inf. French	24	3	6	8	12	Line Cavalry and Command.	3
						Light Cavalry	4

Units with special attributes	
Lancers	If melee with all but Line Infantry which are not disordered and in line or square (or other lancers), a draw in melee is treated as a victory for 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)
Italians	Italian units are a maximum of 12 as they did not have volley fire. They have a plus one per TEST Table. They are not trained against cavalry they may have a minus one per TEST Table
Italian Light Horse	They have a plus one per TEST Table.

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; as events occur and at each players turn end.
- Both melee and moral are determined by a universal TEST table.

Most French troops are trained

Most Italian troops are Green

Italian bonus to moral

Set attributes of light troops

Set buildings mechanics

Set mines rules

Mines/Sappers

French miners/sappers operate as light infantry but cannot shoot.

They are normally elite

To achieve a task the miner/sapper must be stationary at the point of action for one complete turn

Eg breach / create soft cover obstacle/trench. four figures wide

Mines which offer no cover when being sunk take two complete turns

Miners are very exposed when starting their dig. For two turns the miners count as light infantry