

OTH 2nd Edition Quick Reference

Totally unofficial, has all the optional rules and is hopefully error free!

Sequence of Play

Side A shoots
Side A command phase
Side A changes brigade orders
Side A moves
Side A rallies
Side B issues defensive fire
Side A fights all close combats

Side B shoots
Side B command phase
Side B changes brigade orders
Side B moves
Side B rallies
Side A issues defensive fire
Side B fights all close combats

Command Phase

Make a morale test for each unit that has a wavering or routed friendly unit within 6

Move routing units 2 full move segments directly away from the nearest unit within combat contact range, or directly to it's rear, ending the move facing the direction in which it moved. The unit makes full speed moves even when out of command. Routing units are broken by an enemy unit making a combat contact or when reaching the table edge

Check command status of brigades and units

Command Status

Division in command?	Brigade in command?	Unit in command?	Effect
Yes	Yes	Yes	-
Yes	Yes	No	no move or rally
Yes	No	Yes	½ move
Yes	No	No	no move or rally
No	Yes	Yes	½ move
No	Yes	No	no move or rally
No	No	Yes	no move
No	No	No	no move or rally

An engaged unit that is out of command may move one move segment if it rolls equal or under its FS as modified below:

Elite	+1	Militia	-1	Attack Column or Column of Companies	+1
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Out of Command units may move normally when a Division or Army Commander is attached

Morale Tests

Morale tests are taken throughout the game and are listed in the relevant section of this QRS.

The major modifiers are listed below.

Morale Test Modifiers

Factor	Modifier	
Brigade Commander in Range (Control Factor)	0-2	-
	3	+1
	4	+2
	5	+3
Support from own brigade within 6*	+1	
Enemy within 6 to flank	-2	
Enemy within 6 to rear	-4	
Over-strength unit	+1	
Under-strength unit	-1	

**Note that wavering and routing units cannot support*

Rallying

Commanders may rally a number of units up to their Control rating by passing a test for each FH they wish to remove.

These units must be from their own command.

If a Commander uses all his Control on 1 unit he must be moved into contact with that unit.

A unit that has not moved this turn and is more than 6 from the enemy (and not Militia or Irregular) can remove one FH automatically or 2 FH if they roll equal or under their current FS.

A Militia or Irregular unit that has not moved this turn and is more than 12 from the enemy can remove 1 FH if it can roll equal or under its current FS.

Units in combat contact with the enemy cannot be rallied.

Rally Modifiers

Factor	Modifier
Commander in Range (Inspiration)	As per commander
Support from own brigade within 6*	+1
No enemy within 12	+1

**Note that wavering and routing units cannot support*

Commanders

Death of Commanders

Fatigue hits caused to unit	D10 Roll to Kill Commander
One	1
Two	1, 2
Three	1, 2, 3
Four or more	1, 2, 3, 4

Only applies to Commanders in base contact with a unit
Commanders inter-penetrated by the enemy are killed or captured unless they can join a unit within 12.

A killed or captured Commander is replaced.
The new Commander's quality is based on a D10 roll:
1-2 – 8/3/0, **3-8** – 12/3/0, **9-10** – 12/4/+1

Movement

Movement Morale Tests

Movement Morale Tests	Effect of Failure
Formation change with 6" of enemy	1 FH
Leaving cover	No move
Attempt to move after firing	No move

Unit Movement

Unit Type & Formation	First Move Segment	Second Move Segment	Third Move Segment	Fourth Move Segment
Commanders	24	24*	*may not rally units	
Infantry				
March Column	6	6	6	6F
Attack Column	6	6	6F	
Column of Companies	6	6	6	
Closed Column	6			
Line	6	6F		
Open Order	6	6	6F	
Skirmish Order	6	6	6	
Square	4	No move if cavalry are within 12		
Cavalry				
March Column	12	12	12	12F
Deep Formation	12	12		
Column of Companies	12	12	12	
Line	12	12F		
Open Order	12	12	12F	
Skirmish Order	12	12	12	
Artillery				
Limbered Foot Artillery	6	6F		
Limbered Horse Artillery	12	12F		
Manhandled Artillery*	2	Not heavy artillery		

Terrain Effects

Type	Allowed Formations	Effects
Rough Ground And Open Woods	Infantry and Cavalry : Line / Column	1FH per move
	Infantry and Cavalry : Skirmish/Open	No effect
	Artillery	1FH per move
Normal Woods (artillery cannot enter)	Infantry in Line	1FH per move
	Infantry and cavalry in open order	1FH per move unless test passed
	Skirmishers	No effect
Dense Woods (artillery and cavalry cannot enter)	Infantry in Line	2 FH per move
	Infantry in Open Order	1FH per move
	Skirmishers	1FH per move unless test passed
Obstacles including streams	Only infantry and cavalry may cross obstacles, all units can cross streams	1FH to cross
Rivers	All troop types must cross via bridge or ford	1FH to cross
Built up areas and earthworks	Only infantry may enter a built up area	1FH to enter (except via combat victory)
Road	Any, (march column and limbered artillery see right)	Add 2 to each move segment that is carried out completely on a road.

If a unit moves at half speed through the terrain no FH are suffered.

Militia units suffer one more FH than normal units when moving in terrain and choose not to move at half speed.

Engaged Units

Unit Option	Effects
Remain stationary	An engaged unit can remain stationary
Advance	Move directly towards the nearest enemy unit, ending the move facing the direction of travel.
Change formation	Change formation by paying the appropriate cost. Armies using the French system reduce the cost of this by 50%
Change facing	The unit can use 1 movement segment to turn on the spot. Skirmishers may turn for free. Armies using the French system can change facing for ½ a move segment
Take ground	Move at half speed to either flank, maintaining facing. Armies using the French system may make this move at full speed.
Retire	Move at half speed directly away from the nearest enemy unit. Remain facing the enemy.

Formation Changes

Infantry Formation Change Movement Segment Costs	March...	Attack...	...Companies	Skirmish or Open	Line	Square	Closed...
March Column		1	½	2	2	Full	
Attack Column	1		½	1	1	1	½
Column Of Companies	½	½		½	½		
Skirmish or Open	2	1	½		1		
Line	2	1	½	1		2	
Square	Full	1			2		
Closed Column		½					

Cavalry Formation Change Movement Segment Costs	March...	Deep...	...Companies	Skirmish or Open	Line	Only irregular cavalry units may form in skirmish order
March Column		1	½	2	2	
Deep Formation	1		½	1	1	
Column Of Companies	½	½		1	½	
Skirmish or Open	2	1	1		1	
Line	2	1	½	1		

Artillery	Limber or unlimber	1
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Militia and irregular units take one full turn to change formation. Militia units suffer a hit unless they roll equal or under their FS.

Units that are more than 12 from the enemy and do not move may declare they have Gone to Ground

Firing

Firing Morale Tests

Circumstance	Effect of Failure
Prevent firing at a viable target <i>(Open Order and Skirmish formations suffer a -1 penalty)</i>	Column formations change to Line, 1FH, fire regardless.
Friendly artillery firing overhead	1 FH
Roll of a 10 when rolling to hit	1 FH
Militia firing for the first time	Retire 1 full move

Firing – Small Arms

Weapon Type	Short	Maximum
Bows / Obsolete Muskets	3	6
Smooth-bore Carbines	4	8
Muskets and Rifled Carbines	6	12
Rifled Muskets	6	18
Light Battalion guns	6 (Canister)	24

Firing Fatigue Score

Line	100%
Attack Column	50%
Column of Companies	25%
Open Order and Skirmish	100%
Closed Column	25%
Square	FS divided by 4 per face
BUA	max FS3 per face
Rifle armed skirmish screen (over 12)	25%
March Column	May not fire
Cavalry	May not fire

Firing Score is modified by % of the unit that can draw line of sight

Infantry Fire Modifiers

Firer has good shot rule	+1
Initial volley at short range	+2
Rifled small arms	+1
Small arms at any column, square or limbered artillery	+2
Small arms at short range	+1
Shooting at flank or rear of target	+4
Skirmish advantage (not v BUA or Artillery)*	+1
A or B class skirmishers	+1
Firer in Skirmish formation	+1
Firer in Open Order	-1
Firer has poor shot rule	-1
Small arms over short range	-1
Target obscured	-1
Target in cover or behind obstacle	-2
Target is Cuirassiers over 6	-1
Target is in Open Order	-1
Target is in Skirmish formation or gone to ground	-3
Ragged volley (defensive fire)	-2
Small arms at target in BUA:	
Wooden	-1
Wood and Brick	-4
Substantial Brick or Stone	-6
Heavy Fieldworks	-8
Fortified	-10

*Cavalry count as having C Class Skirmish Screen

Weapon Type	Canister	Short	Maximum
Light (3-4pdr)	6	9	36
Light Medium (6pdr)	6	12	48
Medium (8-9pdr)	9	16	54
Heavy (12pdr)	12	20	60
Howitzer	as weight (above)		
Mortar	-	-	24

Artillery Fire Modifiers

Firing round shot at short range	+2
Firing canister	+4
Firing at any column, square or limbered artillery	+4
Firing at flank (not mortars, not howitzers unless canister)	+6
Firing at rear (not mortars, not howitzers unless canister)	+4
Firing as part of a Grand Battery	+1
Target in cover/behind obstacle, obscured	-2
Target is in Open Ordered or unlimbered artillery	-1
Target beyond short range	-1
Target is in Skirmish formation or gone to ground	-2
First shot at any new target	-1
Wheeled before firing	-1
Artillery at target in BUA:	
Wooden	-2
Wood and Brick	-3
Substantial Brick or Stone	-4
Fortified	-10
Light fieldworks	-2
Heavy fieldworks	-4

Artillery Penetration

Light	12 up to maximum range
Light Medium	18 up to maximum range
Medium	24 up to maximum range
Heavy	36 up to maximum range

Artillery may fire overhead from higher ground if:

The target is over short range

Friendly units being fired over are not within 6 of the battery or target unit

Firing from a lower level to a higher level with no friendly unit on an intervening level

Mortars and Howitzers may fire over friendly units on the same level to the same level or higher

Modified Firing Fatigue Score	1 Fatigue Hit	2 Fatigue Hits	3 Fatigue Hits
10	10, 9, 8, 7, 6	5, 4, 3	2, 1
9	9, 8, 7, 6, 5	4, 3, 2	1
8	8, 7, 6, 5	4, 3, 2	1
7	7, 6, 5, 4	3, 2	1
6	6, 5, 4	3, 2, 1	-
5	5, 4, 3	2, 1	-
4 or less	4, 3, 2, 1	-	-

Only 1 FH can be scored by a unit firing over short range

Artillery firing over short range can achieve 2FH

Canister fire automatically causes 1 FH before rolling to hit

An artillery battery will run out of ammo on a natural 10

Units that take 3 FH in one shooting phase will be *Driven Back*, moving directly back 1 movement segment (at half speed if engaged)

Combat Contact Morale Tests

Circumstance	Effect of Failure
Attempt to move to combat contact*	No move
Attempt to deliver defensive fire	Ragged volley
<i>Militia make 1 move to rear and do not fire</i>	
Firing unit caused no hits from defensive fire	fail by 1: 1FH or move to rear
	fail by 2: 2FH or 2 moves to rear
Prevent a victorious unit follow up**	Must follow up

* Additional modifiers

<i>Enemy unit is wavering or routed</i>	+3
<i>Wishing to contact enemy flank or rear</i>	+2
<i>Regular unit wishing to contact Militia</i>	+2
<i>Irregular/Militia unit wishing to contact Regular</i>	-3
<i>Cavalry wishing to contact infantry without secure flanks</i>	-3

** Impetuous units ALWAYS follow up if possible

Combat Contact Reactions

Option	Available to	Effects
Stand	Any unit	The unit remains in place
Stand and Deliver	Unlimbered artillery Infantry in Line, Open Order or Skirmish	The unit fires on the attacker at close range. Unit from the same brigade within 6 may also fire. If 3 FH are caused the attackers are driven back. Units that fire may not fire in their next turn.
Evade	Cavalry attacker by Infantry Irregular units Units in Skirmish/Open Order Artillery with a friendly square within 12	Unless artillery crew, move the unit D10 +1 movement segment directly away from the attacker and suffer 1FH. The unit remains facing the attacker. Artillery crew abandon their guns and if caught are destroyed.
Cavalry Opportunity Move to Combat Contact	Any Cavalry unit that has not moved in its movement phase and has enemy move within 12 of its front aspect	The Cavalry unit moves into contact with the enemy unit, interrupting the enemy movement phase.
Cavalry or Infantry Counter	Any Infantry or Cavalry unit about to be contacted to its front	The unit meets the attacker at the midway point between units. If cavalry counters infantry, the infantry are not moved and suffer 2FH.
Emergency Turn to Face	Any cavalry unit or infantry unit in Column that are about to be contacted to the flank Or Any cavalry or infantry unit about to be contacted to the rear	A unit that rolls equal to or under FS can turn on the spot to meet the enemy
Emergency Square	Any infantry unit not in Square	A unit that rolls equal to or under its FS can be formed in to emergency square. Cavalry do not have to contact an Emergency Square, they will move half a move towards the Square and cannot then move further
Emergency Redeploy From Square	Any infantry unit in Square about to be contacted by infantry	A unit that rolls equal to or under its FS can be formed in to an Attack Column or Column of Companies

All Emergency Formations (including Emergency Square)

Emergency Square Only

Elite	+1	Militia	-1	Under-strength	-1	Over-strength	+1
Enemy will take 1 move to contact	-2	Enemy will take 2 moves to contact	-1	Attack Column	+1	Column of Companies	+1

Modified Combat Score	1 Fatigue Hit	2 Fatigue Hits	3 Fatigue Hits
10	10, 9, 8, 7, 6	5, 4, 3	2, 1
9	9, 8, 7, 6, 5	4, 3, 2	1
8	8, 7, 6, 5	4, 3, 2	1
7	7, 6, 5, 4	3, 2	1
6	6, 5, 4	3, 2, 1	-
5	5, 4, 3	2, 1	-
4 or less	4, 3, 2, 1	-	-

Combat

Infantry Combat

Infantry Combat Fatigue Score

Line	100%
Attack Column	100%
Column of Companies	25%
Open Order and Skirmish	25%
March Column	Classed as 1
Square	100%
BUA	max FS3 per face

Infantry in Column formation and in contact with infantry or artillery must reform to line at the end of any combat round they do not win. If unable, they are marked with a FH.

Infantry Combat Modifiers

Attacker		
Initiating combat contact		+1
Attack Column moving in to combat contact		+2
Attacking flank/rear		+4/+6
Attacking a unit that has evaded this turn		+3
Attacking light fieldworks, linear obstacle or woods		-2
Attacking heavy fieldworks		-5
Attacking a BUA	Wooden	-2
	Wood and brick	-4
	Substantial brick or stone	-6
	Fortified	-8

Defender

Contacted in flank/rear		-2/-4
Defending light fieldworks, linear obstacle or woods		+2
Defending heavy fieldworks		+5
Defending a BUA	Wooden	+2
	Wood and brick	+4
	Substantial brick or stone	+6
	Fortified	+8
Unit has evaded this turn		-4

Other – General

Combat in woods (skirmisher or open order)	-1
Combat in woods	-3
Combat in dense woods	-4
Won last round	+2
Holds a higher elevation	+1
Attached commander bonus	As inspiration
Impetuous unit charging	+1
Support units	+1/+2

Other – Formations

Infantry in Column of Companies, Open Order or Skirmish vs infantry in square or closed column	- / -3
Infantry Line or Attack Column vs infantry in Square or Closed Column	+3 / -3
Infantry Line or Attack Column vs infantry in Open Order	+1 / -1
Infantry Line or Attack Column vs infantry in Skirmish	+2 / -2
Emergency Square/Closed Column vs Cavalry	+3
Infantry has secure flanks vs Cavalry	+3
Infantry not in square and do not have secure flanks vs Cavalry	-6

Combat Results

Cavalry Combat Fatigue Score	
Line	100%
Column of Companies	25%
Deep Formation	50% first round then 100%
Skirmish	50%
March Column	Classed as 1

Cavalry Combat Modifiers	
Attacker	
Light Cavalry charging or counter charging	+3*
Heavy Cavalry charging or counter charging	+4*
Cuirassiers charging or counter charging	+5*
Contacted enemy flank/rear	+4/+6
Contacted enemy cavalry that has evaded	+3

Defender	
Contacted to flank/rear	-2/-4
Unit has evaded this turn	-4

Other – General	
Lancer (first round)	+1
Deep formation in second round of combat	+2
Won last round	+2
Unit holds higher elevation	+1
Attached Commander's bonus	As inspiration
Regulars attacking Militia or Irregulars	+1
Combat in woods (skirmisher or open order)	-1
Combat in woods	-3
Combat in dense woods	-4
Impetuous unit charging	+1
Support units	+1/+2

Other – Formations	
Cavalry in Line/Deep Formation vs Cavalry in Open Order	+2/-1
Cavalry in Line/Deep Formation vs Cavalry in Skirmish	+4/-2
Cavalry vs Infantry not in square and no secure flanks	+6
Cavalry vs Infantry with secure flanks	-2
Cavalry vs Skirmish unit in Emergency Square	-3
Cavalry vs Emergency Square/Closed Column	-5

*No charge bonus vs Square, Emergency Square, Closed Column, BUA, earthworks or obstacle

Artillery Combat

Cavalry Combat Fatigue Score	
Unlimbered Artillery	100%
Limbered Artillery	Classed as 1

Artillery Combat Modifiers	
Artillery in close combat	-4
Contacted in flank/rear	-2/-4
Defending light fieldworks, linear obstacle or woods	+2
Defending BUA or heavy fieldworks	+4
Unit has evaded this turn	-4
Holds a higher elevation	+1
Attached commander bonus	Varies
Support units	+1/+2
Won the last round of combat	+2

Infantry vs Infantry	
Draw	Carry on if further combat rounds remain. If neither side received a fatigue hit, mark all units with one fatigue hit
Lose by 1	Carry on if further combat rounds remain. The winning side receives the +2 combat modifier and may turn to face the enemy unit
Lose by 2+	Loser retreats one move segment directly away from the enemy unit. This will be at half speed and the unit will turn to face the enemy if attacked on the flank. Units attacked in the rear will move away at full speed.

Cavalry vs Cavalry	
Draw	Carry on if further combat rounds remain. If neither side received a fatigue hit, mark all units with one fatigue hit
Lose by 1	Carry on if further combat rounds remain. The winning side receives the +2 combat modifier and may turn to face the enemy unit
Lose by 2+	Loser retreats one move segment directly away from the enemy unit. This will be at half speed and the unit will turn to face the enemy if attacked on the flank. Units attacked in the rear will move away at full speed.

Cavalry vs Infantry not in Square	
Draw	Carry on if further combat rounds remain. If neither side received a fatigue hit, mark all units with one fatigue hit
Lose by 1	Carry on if further combat rounds remain. The winning side receives the +2 combat modifier and may turn to face the enemy unit
Cavalry lose by 2+	Loser retreats one move segment directly away from the enemy unit
Infantry lose by 2+	Loser broken and destroyed

Cavalry vs Infantry in Emergency Square	
Cavalry Draw/Win Without Breaking Enemy	Cavalry retreat 1 full move segment directly away from the Square
Cavalry Lose by 1 or 2	Cavalry retreat 1 full move segment directly away from the Square
<i>Cavalry have to force an infantry unit in Emergency Square to FS 0 and therefore break the infantry unit to count as victorious. There is a maximum of 1 round of combat, not 3.</i>	

Infantry or Cavalry vs Artillery	
Draw	Carry on if further combat rounds remain. If neither side received a fatigue hit, mark all units with one fatigue hit
Artillery Lose by 1+	Artillery broken and destroyed
Artillery wins by 1	Carry on if further combat rounds remain. The winning side receives the +2 combat modifier
Artillery wins by 2+	Loser retreats one move segment directly away from the enemy unit

Winning Unit Options

Option	Effects
Do nothing	the unit remains where it is
Follow Up	may move to maintain combat contact if able. Combat rounds are continued, counting the +2 winning bonus
Rally	Remove 1 FH from the winning unit
Change Formation	change formation for free
Change Facing	change the direction the unit is facing
Fall Back	move one move segment to rear at half speed
Advance	Move 1 movement segment to contact any enemy unit. Once per turn this may be a combat contact move. Impetuous units must follow up a defeated enemy if able to do so.