

OTH Quick Reference v2

Sequence of Play

Side A checks command status
Side A changes brigade orders
Side A moves all units they wish to
Side A rallies
Side B issues defensive fire
Side A fights all close combats
Side B shoots

Side B checks command status
Side B changes brigade orders
Side B moves all units they wish to
Side B rallies
Side A issues defensive fire
Side B fights all close combats
Side A shoots

Command Status

Division in command?	Brigade in command?	Unit in command?	Effect
Yes	Yes	Yes	<i>no effect</i>
Yes	Yes	No	<i>no move</i>
Yes	No	Yes	<i>half move</i>
Yes	No	No	<i>no move</i>
No	Yes	Yes	<i>half move</i>
No	Yes	No	<i>no move</i>
No	No	Yes	<i>no move</i>
No	No	No	<i>no move</i>

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 : Any	1FH per move
Normal Woods	Infantry and Cavalry : Open Order only	1FH per move
	Skirmish Troops	No effect
Dense Woods	Skirmish Troops Only	No effect
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.

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	
Line	6	6F		
Open Order	6	6	6F	
Skirmish Order	6	6	6	
Square	4			
Cavalry				
March Column	12	12	12	12F
Column of Squadrons	12	12		
Line	12	12F		
Column of Companies	12	12	12	
Skirmish Order	12	12	12	
Artillery				
Limbered Foot Artillery	6	6	6F	
Limbered Horse Artillery	12	12	12F	
Manhandled Artillery*	4F		*less than 12pdr	
Battalion/Regimental Gun	As unit attached to, minus 1 move segment			

Formation Changes

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

Cavalry	March...	... Squadrons	... Companies	Skirmish or Open	Line	Only irregular cavalry units may form in skirmish order
Formation Change Movement Segment Costs						
March Column		1	1/2	2	2	
Column of Squadrons	1		1/2	1	1	
Column Of Companies	1/2	1/2		1/2	1/2	
Skirmish or Open	2	1	1/2		1	
Line	2	1	1/2	1		
Artillery	Limber or unlimber					1

Firing – Small Arms

Weapon Type	Short	Maximum
Bows	3	6
Smoothbore Carbines	4	8
Muskets and Rifled Carbines	6	12
Rifled Muskets	6	18

Firing Fatigue Score

Line	100%
Attack Column	50%
Column of Companies	25%
Rifle Skirmish Screen	25%
Open Order and Skirmish	100%
March Column	0%
Square	FS divided by 4 per face
BUA	max FS3 per face

Infantry Fire Modifiers

Firer has good shot rule	1
Initial volley at 6 or less (line or attack column)	+1
Small arms at march column or square	+1
Small arms at 6 or less	+1
Shooting at flank or rear of target	+1
Skirmish advantage over 6 (not v BUA, Cav, Arty)	+1
A or B class rifle skirmishers	+1
C class rifle skirmishers (only at C or D unit)	+1
Target enfiladed	+4
Firer in Skirmish formation	+1
Small arms over 6	-1
Skirmish disadvantage at 6 or less	-1
Target in cover	-3
Target obscured	-1
Ragged volley (defensive fire only)	-2
Small arms at target in BUA	Wooden -4
	Wood and Brick -6
	Substantial Brick or Stone -8
	Fortified -10
Target is in skirmish formation	-2
Target is Cuirassiers over 6	-1
Target move over 10 or is cavalry in contact	-1
Firer is wavering	-1
Target has gone to ground	-3
Firer has poor shot rule	-1

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 (optionally 2 for artillery) can be scored by a unit firing over short range

Canister fire automatically causes 1 FH before rolling to hit

A battery will run out of ammo on a natural 10

Firing

Firing – Artillery

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

Artillery Fire Modifiers

Firing at square or closed column	+3
Firing at any other column	+1
Firing at short range	+1
Firing canister at 6 or less	+4
Firing as part of a Grand Battery	+1
Firing at flank or rear	+1
Firing at enfiladed target	+4
Target in cover/behind obstacle	-1
Target obscured	-1
Artillery at target in BUA	Wooden -2
	Wood and Brick -5
	Substantial Brick or Stone -7
	Fortified -10
Target moved over 10 or Cavalry in contact	-1
Target has gone to ground	-3
Firer wavering	-1
First shot at any new target	-2
Wheeled (up to 2) before firing	-1

Infantry Combat

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

Infantry Combat Modifiers	
Attacker	
Initiating combat contact or countering (French)	+1 (+2)
Attacking flank/rear	+1/+3
Attacking a linear obstacle	-2
Attacking a BUA	Wooden -2
	Wood and brick -4
	Substantial brick or stone -6
	Fortified -8

Defender	
Contacted in flank/rear	-1/-3
Defending a linear obstacle	+2
Defending a BUA	Wooden +2
	Wood and brick +4
	Substantial brick or stone +6
	Fortified +8
Unit has evaded this turn	-4

Other – Formations	
Skirmisher against non skirmishing infantry	-2
Open order against formed infantry	-1
Infantry in march column	-8
Infantry in square against formed infantry	-6
Infantry caught out of square against cavalry	-6
Infantry in square against cavalry	+6
Infantry vs infantry in square	+3

Other – General	
Support unit within 6	+1/+2
Combat in woods (skirmisher or open order)	-1
Combat in woods (other)	-3
Won last round	+2
Holds a higher elevation	+1
Militia	-1
Attached commander bonus	Varies

Modified Combat 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	-	-

During any assault on a BUA there is a chance it will catch fire – see combat results for further information.

Combat

Cavalry Combat

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

Cavalry Combat Modifiers	
Charging or counter charging Light Cavalry	+3*
Charging or counter charging Heavy Cavalry	+4*
Charging or counter charging Cuirassier	+5*
Lancer (first round)	+1
Won last round	+2
Contacted in flank/rear	-1/-3
Support unit within 6	+1/+2
Unit has evaded this turn	-4
Militia	-1
Cavalry in march column	-6
Cavalry against infantry square	-6
Cavalry against infantry not in square	+3
Attached commander bonus	Varies

* No bonus when contacting Emergency Square, obstacle or earthworks

Artillery Combat

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

Artillery Combat Modifiers	
Artillery in close combat	-4
Fighting against artillery in close combat	+4

Commanders in Combat

Attached Commander's Control Factor			
Control 1	-1	Control 2	0
Control 3	1	Control 4	2
Attaching a Commander to a unit may put him at risk – see over			

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 friendly unit
Commanders interpenetrated by the enemy are killed or captured unless they can join a unit within 12.

A killed or captured Commander is replaced by a model with the same Command Range as the model they replace, a Control Factor of 2 and Inspiration factor of 0.

Combat Results

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 +2 combat modifier
Lose by 2+	Loser retreats one move segment directly away from the enemy unit

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 +2 combat modifier
Lose by 2+	Loser retreats one move segment directly away from the enemy unit

Cavalry vs Infantry in Line or Column	
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 +2 combat modifier
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	
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 +2 combat modifier
Lose by 2 or more	Loser retreats one move segment directly away from the enemy unit

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.
Artillery wins by 2+	Loser retreats one move segment directly away from the enemy unit

Infantry and Cavalry units may turn to face the enemy if they win any round of combat and there are further rounds to fight.

vs BUA
A unit that defeats an enemy unit in a BUA and wins by 1 has effectively fought their way in to the building. In the next round no positive or negative modifiers are taken in to account for that combat.
A unit that forces all enemy units it is engaged with away from or out of the BUA may enter the building, taking the ground from the enemy.
During an assault the building will catch fire on an 8+ Add +1 if the building is wooden. See page 72 for full effects.

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 other enemy unit

Morale

Morale Tests (page 72-74)

Start of turn (prior to movement)	Effect of failure
Wavering or routing friends within 6"	1 FH
Movement	
Formation change with 6" of enemy	1 FH
Leaving cover	No move
Attempt to move after firing	No move
Attempt to move to combat contact*	No move
Defensive Fire	
Attempt to deliver defensive fire	Ragged volley
Firing unit caused no hits from fire	Failed by 1 = 1 FH Failed by 2+ = 2 FH
Combat Contact	
Combat round draw or combat round lost by 1	Retreat 1 move to rear and suffer 1FH. May not fire in it's next fire phase.
Prevent a victorious unit follow up**	Must follow up
Fire	
Prevent firing at a viable target	Change to line formation, 1FH, fire regardless.
Friendly artillery firing overhead	1 FH
Roll of a 10 when rolling to hit	1 FH

* Additional modifiers

Enemy unit is wavering or routed	+3
Wishing to contact enemy flank or rear	+2
Irregular unit wishing to contact enemy front	-6

** Impetuous units MUST follow up if possible

If the testing unit has any any unit from the same brigade within 6 that is not routing, shooting or wavering it adds +1 to its FS.

Effects of Commanders being within Command Radius	
Control Factor of 1	+0 FS
Control Factor of 2	+0 FS
Control Factor of 3	+1 FS
Control Factor of 4	+2 FS
Control Factor of 5	+3 FS