

## Turn Sequence

1. Side A Moves
2. Side A Rallies
3. Side B Fires Defensive Fire
4. Side A Fights Close Combat
5. Side B Fires Remaining Units
6. Side B Moves
7. Side B Rallies
8. Side A Fires Defensive Fire
9. Side B Fights Close Combat
10. Side A Fires Remaining Units



15mm

Terrain Effects		CO Line	OO Line	Column
<b>Rough Ground Open Woods</b>	Infantry & Cavalry	1 Fatigue hit per move	No Effect	1 Fatigue hit per move
	Artillery	1 F per move		
<b>Normal Wood</b>	Infantry & Cavalry	1 Fatigue hit per move	1 Fatigue hit per move unless < FS	NA
	Artillery	NA		
<b>Dense Wood</b>	Infantry	2 Fatigue hit per move	1 Fatigue hit per move	
	Skirmish	1 Fatigue hit per move		
	Artillery	NA		
<b>Obstacles</b>	Infantry & Cavalry	1 Fatigue hit to cross unless at half speed		
	Artillery	Only streams		
<b>BUA (page 21)</b>	Infantry & Artillery	1 Fatigue hit to cross		
<b>Rivers</b>	All	Only via Bridge or ford		
<b>Roads</b>	March Column or Limbered Artillery	+1" per move on road, + 1" if 3 moves on road		

Move (Inf / Cav)	One	Two	Three	Four
<b>Commanders</b>	14"	FC		
<b>March Column</b>	4" / 9"	4" / 9"	4" / 9"	FC
<b>Attack Column</b>	4" / 9"	4" / 9"	FC	
<b>Open Order Line</b>	6" / -	FC / -		
<b>Line</b>	4" / 9"	FC		
<b>Skirmish</b>	4"	4"	FC	
<b>Limbered Artillery</b>	4"	FC		
<b>Handled Artillery</b>	1"			

Formation Changes	Original Formation	New Formation	Cost
	<i>And Vice Versa</i>		
<b>Infantry &amp; Cavalry</b>	Column	Close Order Line	2
	Close Order Line	Attack Column	1
	Column	Open Order Line & Skirmish	2
	Close Order Line		1
<b>Mounted Infantry</b>	Dismount into Skirmish		2
<b>Artillery</b>	Limber / Unlimber		1

# Shooting

	Canister	Short	Max
<b>Pistols and Thrown Weapons</b>	Close Combat only		
<b>Bows and poor / obsolete muskets</b>		2"	4"
<b>Smoothbore Carbines</b>		3"	6"
<b>Smoothbore Muskets and Rifled carbines</b>		4"	9"
<b>Rifled Flintlock Muskets</b>		6"	14"
<b>Light Battalion Guns</b>	4"		18"
<b>Light Artillery (3 – 4 pdr)</b>	4"	6"	27"
<b>Light Medium Artillery (6 pdr)</b>	4"	9"	36"
<b>Medium Artillery (8 – 9 pdr)</b>	6"	12"	38"
<b>Heavy Artillery (12 pdr)</b>	9"	15"	45"
<b>Field Mortars</b>			18"
<b>Field Howitzers</b>	4"	9"	27"

Formation	Combat Score
Line	FS
March Column	FS
Attack Column	FS
Cavalry Column	1 <sup>st</sup> round FS/2 Then FS
Skirmish	FS/2
Unlimbered Artillery	FS
Limbered Artillery	FS=1

	1 hit	2 hits	3 hits
<b>10</b>	6-10	3-5	1-2
<b>9</b>	5-9	2-4	1
<b>8</b>	5-8	2-4	1
<b>7</b>	4-7	2-3	1
<b>6</b>	4-6	1-3	0
<b>5</b>	3-5	1-2	0
<b>&lt;=4</b>	1-4	0	0

Shooting Factors								
Firer			Target				Cover	
	Inf	Art		Inf	Art		Inf	Art
Short range	+2	+1	Column or Limbered Artillery	+2	+4	Wooden	-4	-2
Max range	-2	-1	Open line or unlimbered artillery	-1	-1	Wood and brick	-6	-3
Rifled	+1		Flank	+4	+6	Brick	-8	-4
Initial volley, Line only	+2		Rear	+4	+4	Fortified	-10	-8
Rested weapons	+1		Obscured	-1		Light Fieldworks	-4	-2
Good Shots	+1		Skirmishers	-3	-2	Heavy Fieldworks	-8	-4
Ragged fire	-2	-	Cover / Obstacle	-2	-2			
Poor weapon or bad flints	-1		Infantry 'to tree'	-3	-2			
Cannister		+4						
Artillery first shot at new target or Wheeled		-1						

# Close Combat

Combat modifiers	Att / Def
Infantry moving into contact	+2 / -
British or Elite Inf charging	+4 / -
Formed Infantry vs Open Order	+1 / -
Formed Infantry vs Skirmishers	+2 / -
Vs flank	+2 / -2
Vs rear	+4 / -4
Vs column	+2 / -
Vs Irregular	+1
Vs Militia	+3
Evading unit	+4 / -4
Skirmishers vs Close Order	-2 / -
Infantry vs Artillery	+2 / -
Irregulars and Militia	- / -2
Support	+1 / +2
Commanders Inspiration	-1 / +2
Won last combat or drew vs chargers	+2
Won last combat vs chargers	+4
Lacking bayonets	-2

In Woods	Att / Def
Irregulars	+3 / +3
Skirmishers or Open Order	-1 / -1
Others	-3 / -3
Dense woods	-4 / -4
Higher elevation	+1
Vs light fieldworks, linear obstacle or woods	-2/+2
Vs heavy fieldworks	-5/+5
<b>Built up Area</b>	
Wooden	-2 /+2
Wood and Brick	-4 / +4
Brick and stone	-6 / +6
Fortified	-8 / +8

	Att / Def
Light Cav charging	+4 / -
Infantry vs Cav with secure flanks	- / +2
Cav vs Inf without secure flanks	+3 / -
Artillery	-4

Formation	Combat Score
Line	FS
March Column	FS
Attack Column	FS
Cavalry Column	1 <sup>st</sup> round FS/2 Then FS
Skirmish	FS/2
Unlimbered Artillery	FS
Limbered Artillery	FS=1

	1 hit	2 hits	3 hits
10	6-10	3-5	1-2
9	5-9	2-4	1
8	5-8	2-4	1
7	4-7	2-3	1
6	4-6	1-3	0
5	3-5	1-2	0
<=4	1-4	0	0

Combat results	Infantry	Cavalry	Artillery
<b>Draw</b>	Carry on combat. If all units = 0 FS then all get 1 FS		
<b>Lose by 1</b>	Carry on combat, winner gets bonus	Carry on combat, winner gets +2 mod	Break, (remove)
	Vs Cavalry retreat 1 Move		
<b>Lose by 2 or more</b>	Loser retreats one Move at half speed	Retreat 1 Move	
	Vs Cavalry breaks (remove)		
<b>Win by 2 or more</b>			Fight on at +2