

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



28mm

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

Move (Inf / Cav)	One	Two	Three	Four
Commanders	18"	FC		
March Column	6" / 12"	6" / 12"	6" / 12"	FC
Attack Column	6" / 12"	6" / 12"	FC	
Open Order Line	9" / -	FC / -		
Line	6" / 12"	FC		
Skirmish	6"	6"	FC	
Limbered Artillery	6"	FC		
Handled Artillery	2"			

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

Shooting

	Canister	Short	Max
Pistols and Thrown Weapons	Close Combat only		
Bows and poor / obsolete muskets		3"	6"
Smoothbore Carbines		4"	8"
Smoothbore Muskets and Rifled carbines		6"	12"
Rifled Flintlock Muskets		9"	18"
Light Battalion Guns	6"		24"
Light Artillery (3 – 4 pdr)	6"	9"	36"
Light Medium Artillery (6 pdr)	6"	12"	48"
Medium Artillery (8 – 9 pdr)	9"	16"	54"
Heavy Artillery (12 pdr)	12"	20"	60"
Field Mortars			248"
Field Howitzers	6"	12"	36"

Formation	Combat Score
Line	FS
March Column	FS
Attack Column	FS
Cavalry Column	1 st 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

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
Built up Area	
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

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	1 hit	2 hits	3 hits
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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
Draw	Carry on combat. If all units = 0 FS then all get 1 FS		
Lose by 1	Carry on combat, winner gets bonus	Carry on combat, winner gets +2 mod	Break, (remove)
	Vs Cavalry retreat 1 Move		
Lose by 2 or more	Loser retreats one Move at half speed	Retreat 1 Move	
	Vs Cavalry breaks (remove)		
Win by 2 or more			Fight on at +2