

L'Armee Francaise

The Age of Glory

Pike & Powder in Miniature based on Fire and Fury

10 - 15 mm Tables and Charts

Game Turn Play Sequence

Initiative Phase

Opposing Army Leaders roll one (+) modified dice. Repeat on a tie. High roll decides whether to move first or force the enemy to do so. **If winner moves first, he must consult and implement Initiative Impact results.**

1st Player Turn

March (1st) Phase

- Replace, attach & detach Leaders
- Tactical movement
- Move detached leaders, check Command Radius*

Shot & Shell (2nd) Phase

- Resolve all enemy unit fire
- Resolve all friendly unit fire

Pike & Sabre (3rd) Phase

Both sides simultaneously resolve all Charges, Countercharges and Breakthroughs applying results immediately.

2nd Player Turn

Resolve in same order as in first player turn

***Command Radius** – 12 inches from center of Detached Leader stand, 0 inches for Attached Leaders.

Maneuver Rates Chart

Unit	Basic	Road	Rough	Ford
Foot	8 inches	12 inches	x 1/2	-2 inches
Skirmisher	8 inches	12 inches	No cost	No cost
Horse	12 inches	16 inches	x 1/2	-2 inches
Leaders	12 inches	16 inches	x 1/2	-2 inches
Field Guns	8 inches	12 inches	x 1/2	-4 inches
Heavy Field Guns	8 inches	12 inches	x 1/2	Not Allowed
Siege Guns	0 inches	0 inches	Not Allowed	Not Allowed

Movement - 10 to 15mm

- Minus 2 inches per unit crossed for Passage of Lines, **no cost for Skirmishers, Leaders or Artillery.** **Further,** Skirmishers are **NOT** penalized when moving through Rough Terrain or Forging.
- Minus full move to deploy into Line, Supported Line, Field Column, March Column or Road Column.
- Minus full move to dismount/remount Dragoons.
- Minus full move to deploy in or out of Square, Urban Area, Fortifications and Face to the Flank.

March Table

		EFFECTS		
		Initiative Impact	Good Order	Disorder
DIE RESULT	9 or more	All Foot, Skirmishers, and Horse mandatory +3 to Tactical Move DRM.	En Avant! Unit moves normally. French Pistoleer Horse convert to Shock.	Elan. Unit rallies and moves normally
	7, 8	All Foot, Skirmishers, and Horse mandatory +2 to Tactical Move DRM.	Advance. Unit moves normally.	Rally. Unit rallies, and moves half, but cannot change formation.
	5, 6	No additional impact for Winner.	Cautious. Unit may move half but cannot change formation.	Shaken. Unit rallies but cannot move or change formation.
	3, 4	No additional impact for Winner.	Hold Ground. Unit cannot move or change formation.	Wavering. Unit remains Disordered and cannot move or change formation.
	1, 2	No additional impact for Winner.	Retire. Unit retreats beyond enemy small arms range.	Broken. Unit retreats a full move Disordered and loses 1 stand.
	0 or less	No additional Impact for Winner.	Fall Back. Unit retreats a full move Disordered.	Destroyed. Unit removed from play.

INITIATIVE DIE ROLL MODIFIERS

+3 Gustav Adolf, Turenne, Conde, etc
+2 Sobieski, Luxembourg, Tilly, etc
+1 Frederick William, William III, etc
+0 All other Army Leaders not listed above or below
-1 Kar Mustafa, Elector Max Bavaria, Bournonville, Christian IV, etc
-2 Ivan Khovanskii, Augustus, Ahmed II, Charles V of Lorraine, etc
-3 Army Leader deceased, disabled or attached to a friendly unit.
+3 First turn of game

INITIATIVE IMPACT

If the Initiative winner elects to move first, he consults the Initiative Impact entry showing how badly his modified die roll beats his opponent's. If the result is a 7 or 8, then all Horse, Foot and Skirmish units apply a **mandatory** +2 Tactical Movement DRM when moving, regardless of current status. If the final result is 9 or more, the modifier is +3.

TACTICAL MOVEMENT MODIFIERS

+1/ +2	Unit uses max one Detached Leader/Charismatic Leader within Command Radius in lieu of any leader Attached.
+2/ +3	Unit uses max one Attached Leader/Charismatic Leader in lieu of any Detached Leader within Command Radius.
+2/+3	Initiative Impact , see column above and details below right.
+1	Unit in March/Road Column.
+1	Swedish Foot, Polish Hussars, Janissaries or Huguenots.
+2/-2	Foot or Skirmisher is Fresh/Spent.
+2/-4	Horse is Fresh/Spent.

Foot (Firelock or Pike) - Line, Garde, Marines, Grenadiers, Janissaries, Streltsi, etc.

Skirmisher – Mounted Cossacks, Freikorps, Croats, Jaeger, Schutzen, Tirailleurs, etc. Dragoons may dismount to fight on foot.

Horse (Pistoleer or Shock) – Gendarmes, Kapikulu, Chevauleger, Garde, Hussars, etc.

French Pistoleer Horse convert to **Shock** on Good Order **En Avant!** This change is **immediate, mandatory** and **permanent**, and lasts the rest of the game in its entirety.

Range

	2"	4"	8"	12"	18"
French/Austrian Field Guns	12/10	10/8	8/6	6/4	4/3
Other Armies' Field Guns	12/10	9/6	7/5	5/4	3/2
Siege Guns	4	6	8	5	3
Skirmishers	2	Heavy/Light			
Ottoman Foot	1	Fire Points per Stand			
Pike Armed Foot	1				
Firelock Armed Foot	2				
Foot First Fire of Game	3				
Pistoleer Horse/ Shock Horse	1/0				

FIRE POINT MODIFIERS

x 2	Firing from Enfilade, or into Field, Road, March and Assault Columns from any direction.
x 1/2	Firing Unit Disordered, or a Damaged Battery.

DIE ROLL MODIFIERS

+1	Target changed March Mode, Formation, or About Faced.
-1	Target is Skirmish or Limbered Guns
-1 to -3	Target in Cover (use 1/2 Rule)

FALLEN LEADER TABLE

		EFFECTS
DIE RESULT	6 or more	Leader Survives
	5 or less	Leader disabled and replaced after one full turn

DIE ROLL MODIFIER

-2 Charismatic Leader

Fire Combat

FIRE EFFECTS

DIE RESULTS	3 or less	Desultory Fire – no effect.
	4, 5	Lively Fire – unit Disordered, or 1 battery Silenced.
	6, 7, 8	Telling Fire – unit Disordered plus 1 stand lost or 1 battery Damaged.
	9, 10	Deadly Fire – unit Disordered plus 2 stands lost or 1 battery both Damaged and Silenced. Consult Fallen Leader Table.
	11 or more	Withering Fire – unit Disordered plus 3 stands lost or 1 battery Wrecked and removed from play. Consult Fallen Leader Table.

FIRE POINT DIE ROLL MODIFIERS

1 – 5 Fire Points	-4	26 - 30 points	+1
6 - 10 points	-3	31 - 40 points	+2
11 - 15 points	-2	41 - 50 points	+3
16 - 20 points	-1	51 - 60 points	+4
21 - 25 points	+0	61 + points	+5

General Notes

Heavy Guns: 12 lb +, 30° Arc of Fire. **Firelock:** arquebus, musket, etc, 45° Arc of Fire.

Artillery March Modes – limber, unlimber, shoot, move, recover from Silenced, pivot 45°, but no more than 1 function per friendly Player Turn. No prolong.

Other March Modes – mounting/dismounting Dragoons, deploying into/out of fortifications, villages, towns or other urban areas.

Artillery Silenced - retreat 1/2 move. **Damaged**, lose 1/2 Fire Points. **Wrecked**, destroyed.

Fallen Leader Table – if target unit with an Attached Leader suffers either **Deadly** or **Withering Fire**, consult Fallen Leader Table and immediately apply the results.

1/2 Rule – Terrain and Movement, DRMs apply if 1/2 or more **unit** stands occupy or traverse woods, towns, eg, 4 stands of 8 must occupy woods to receive its defensive DRM.

1/2 Rule – Fire or Close Combat, DRMs apply if 1/2 or more of **all Participating Stands** meet the criteria, eg, 12 stands charging are Elite only if 6 or more stands are rated Elite.

Close Combat

DIE ROLL MODIFIERS

+1	Max +1 DRM total if one or more leaders are attached.
+2	If said Leader is Charismatic.
+2	Outnumber enemy 2 to 1 in Participating and Incidental stands. Incidental stands count for numbers only.
+3	Outnumber enemy 3 to 1
+3	Max +3 DRM total if one or more units rated Pike.
+1	Max +1 DRM total if one or more units are Firelock.
+2	As a substitute for the above , Max +2 DRM total if both Pike and Firelock units participate in the same combat.
+3	Max +3 DRM total if one or more units rated Shock.
+1	Max +1 DRM total if one or more units are Pistoleer
+2	As a substitute for the above , Max +2 DRM total if both Shock and Pistoleer units participate in the same combat.
+1	Max +1 DRM if 1/2 or more total Participating Stands are in a Supported Formation.
+1	For each unit advancing in Breakthrough.
-2	If 1/2 or more Participating Stands are Disordered, Skirmishers, Stationary Horse, or unattached and/or Silenced artillery (DRMs not Cumulative).
-1	For each Stand lost during Current Fire Phase.
+1/+2/+3	When Defender has 1/2 or more Participating Stands deployed in Cover.
+3	If one or more Attackers Outflank one or multiple Defenders. Charged in rear is Outflanked. Max DRM +3.
+2/-2	If 1/2 or more Participating Stands are Fresh/Spent.
0	If exactly 1/2 Participating Stands Fresh, 1/2 Spent.
+3/+1	If 1/2 or more Participating Stands are Elite/Regular.
+2	If exactly 1/2 Participating Stands Elite, 1/2 Regular.

EFFECTS

DIE ROLL DIFFERENCE	7 or more	Shattered! DEFENDER: Retreat a full move Disordered/Silenced. Two troop stands lost, plus one leader and battery are captured if present. One additional troop stand, or one battery is captured for each die result point difference over 10. ATTACKER: Occupy position then mandatory breakthrough charge 1/2 move towards closest enemy. Attacking Horse Disordered end of current combat phase.
	4 5 6	Driven Back! DEFENDER: Retreat Disordered/Silenced one-half move after enemy occupies position. One troop stand lost, plus one battery is Damaged if present. ATTACKER: Occupy enemy position, then optional breakthrough charge 1/2 move towards closest enemy. Attacking Horse Disordered end of current combat phase.
	1 2 3	Withdrawal! DEFENDER: Troops retreat Disordered 3" from where the enemy occupies Defender's position. Batteries are Silenced and retreat one-half move. ATTACKER: Occupy enemy position. Attacking Horse Disordered end of current combat phase.
	0	Locked in Combat! DEFENDER & ATTACKER: Both sides are Disordered/Silenced, each lose one troop stand or one battery Wrecked. Recalculate modifiers and fight again.
	-1 -2 -3	Withdrawal! ATTACKER: Retreat Disordered until 3" from the enemy. DEFENDER: Hold position. Defending Horse Disordered end of current combat phase.
	-4 -5 -6	Driven Back! ATTACKER: Retreat Disordered 1/2 move plus one troop stand lost. DEFENDER: Hold position. Defending Horse Disordered end of current combat phase.
	-7 or more	Shattered! ATTACKER: Retreat a full move Disordered/Silenced and two troop stands lost plus one leader captured if present. One additional troop stand is captured for each die result point difference over 10. DEFENDER: Hold position. Defending Horse Disordered end of current combat phase.