

Age of Tigers

Battles in India, 1740 - 1860

Tables and Charts

Play Sequence

Initiative Inter-Phase

Players roll-off modified die to determine who has the option of proceeding first. Automatic if enemy army commander attached or dead, or high die roll off if both commanders attached or dead.

1st Player Turn

March (1st) Phase

- Replace, attach & detach leaders
- Reserve movement
- Tactical movement
- Move detached leaders

Volley & Cannonade (2nd) Phase

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

Hand to Hand (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.

Movement Rates Chart

Unit	Basic	Rough	Road	Fording
European Foot, well drilled Sepoys	9"	4 1/2"	12"	-2"
Native drilled Sepoys	6"	3"	12"	-2"
Irregular Foot	9"	4 1/2"	12"	-2"
Skirmish Foot, Elephants	9"	6"	12"	-2"
Regular or Heavy Horse	12"	4"	15"	-3"
Irregular Horse	15"	5"	15"	-3"
Regular Horse Artillery	9"	3"	12"	-3"
Regular Foot Arty	6"	3"	9"	-3"
Irregular Arty	4"	2"	6"	-3"
Leaders and Staff	12"	4"	15"	-3"

- Minus 3 inches per unit crossed for Passage of Lines (Artillery and Leaders free passage).
- Minus full move to deploy into Line or Supported Line.
- Minus half move to deploy into Mass or March Column.
- Minus half move to deploy in/out of Square, BUA, etc.
- Non-Disordered Skirmish foot and horse may evade one full move away from enemy if charged, but end move Disordered. Likewise, for Elite (only) Horse Artillery, but end move Silenced.**

March Table

DIE RESULT		EFFECTS		
		Disorder & Irregulars	Good Order	Reserve Movement
10 or more	Elan. Brigade rallies and moves normally	Good Order. Brigade moves normally	Success. Units move normally. Non-Irregular units rally.	
7, 8, 9	Rally. Brigade rallies, and moves half, but cannot change formation.	Good Order. Brigade moves normally.	Success. Units move normally. Non-Irregular units rally.	
5, 6	Shaken. Brigade rallies but cannot move or change formation.	Cautious. Brigade may move half but cannot change formation.	Hold. No movement but Non-Irregular units rally.	
3, 4	Wavering. Brigade remains disordered and cannot move or change formation.	Hold Ground. Brigade cannot move or change formation.	Failure. No change in unit status.	
1, 2	Broken. Brigade retreats a full move disordered and loses 1 stand.	Retire. Brigade retreats beyond enemy musketry range.	Failure. No change in unit status.	
0 or less	Routs. Entire brigade removed from play.	Fall Back. Brigade retreats a full move disordered.	Failure. No change in unit status.	

TACTICAL MOVEMENT MODIFIERS

+1/ +2	Each detached Division to Army Leader within Command Radius /Charismatic Leader. Max 4 pts
+2/ +3	Each Attached Leader/ Charismatic Leader. Max 4 pts
-1	Each Negative Army Cohesion Level
+1/+2	Unit in March Column or Masse/March Column on Road
+2/-2	Unit is Fresh/Spent
-1	Unsecured Flanks
-2	Unit Disengaging (moving into Reserve Zone)
-3	Unit is Disordered Cavalry moving into Charge Combat
+1	Unit is British
+2	Unit is Fanatics Charging
-1	Mounted Unit charging Camels or Elephants
-1	Unit is Rabble

RESERVE MOVEMENT MODIFIERS

+N	Command or Initiative rating of Army Commander, this can be a Negative (-) number for poorly rated Generals
+1	Commander has ADCs on Staff
+4	First Turn of Game
+4	Successful Reserve Movement Previous Turn
-1	Unit Irregular
-1	Unit Disordered
-2	Unit under Fire

NOTE – Command radius is 8 inches for a commander on foot, 12 inches for a commander on horseback and 16 inches for a commander on an elephant.

NOTE – Brigade is a generic term, taken to mean any Horse or Foot unit currently in play.

Use first Reserve Movement Modifier for initiative die roll.

Age of Tigers, published 2019.

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RANGE & FIRE POINTS

	2"	4"	8"	12"	18"	36"
Siege Guns/Rockets	6/-	7/4	6/2	5/2	4/1	3/1
British or EIC Arty*	12/10	9/6	7/5	5/4	3/2	
Other Artillery*	11/9	8/5	6/4	4/3	3/2	
Jingals/Jezzails	3/3	3/2	2/1	2/-	1/-	
Rifled Muskets	3	2	1	1Sk		
British Trained SB Foot	4	1Sk	* Hvy/Light * Sk - Skirmish			
Other Smoothbore Foot	3	1Sk				
Matchlock - Bows	2	1Sk				
Mounted Fire	1	1Sk				

FIRE POINT MODIFIERS

x 2	Firing from Enfilade, Artillery firing at Square, Masse or March Column
x 1/2	Firing Unit Disordered, Damaged, or Low Ammo
x 1 1/2	Firing from Fixed Position, Good-Excellent Shots

DIE ROLL MODIFIERS

+1	Target limbered, changed Formation or Movement Mode, Mounted, Elephant or Bows
-1	Target is in Skirmish or Open Order
-1 to -3	Target in Cover (per Scenario)

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, -1 Leader on Elephant

Volley & Cannonade

EFFECT ON TARGET	Desultory Fire: No Effect!	Lively Fire: Disordered or 1 Battery Silenced	Telling Fire: Disordered plus 1 Stand lost or 1 Battery Damaged	Deadly Fire: Disordered plus 2 Stands lost or 1 Battery Wrecked	Devastation: Disordered plus 3 stands lost or 1 Battery Wrecked	
FIRE POINTS	Less than 1	---	---	---	---	
	1	10 or less	11 or more	---	---	
	2	9 or less	10 or more	---	---	
	3	9 or less	10 or more	---	---	
	4	8 or less	9 or more	---	---	
	5	7 or less	8, 9, 10	11 or more	---	
	6, 7	7 or less	8, 9	10 or more	---	
	8, 9	6 or less	7, 8, 9	10 or more	---	
	10, 11	5 or less	6, 7, 8	9 or more	---	
	12-14	4 or less	5, 6, 7	8, 9, 10	11 or more	
	15-19	3 or less	4, 5, 6	7, 8, 9	10 or more	
	20-24	2 or less	3, 4, 5	6, 7	8 or more	
	25-29	1 or less	2, 3, 4	5, 6	7, 8, 9	10 or more
	30-34	0 or less	1, 2, 3	4, 5, 6	7, 8	9 or more
	35-39	-1 or less	0, 1, 2	3, 4, 5	6, 7	8 or more
	40-44	-1 or less	0, 1	2, 3, 4	5, 6	7 or more
45-49	-1 or less	0, 1	2, 3	4, 5	6 or more	
50 or more	---	-1 or less	0, 1, 2	3, 4	5 or more	

DIE RESULT

- **Elephants Under Fire:** Desultory Fire – No Effect, Lively Fire – Panic Test, All Other Results - Elephant Unit Destroyed.
- **Rockets:** Roll Direction-1D10 for Impact Point, then roll on Table above for Results if any Target hit. Regardless, Horse Auto-Disorders while Elephants Auto-Panic Check.
- **Panic Test:** Roll 1D10 with result 1-3 No Effect, 4-10 distance Elephant will run Disordered, roll Direction Dice for path of Stampede.

Hand to Hand (H2H)

DIE ROLL MODIFIERS

+1 or +2	Leader/Charismatic Leader Attached
-1	Outnumbered by the enemy 3:2 in Stands
-2	Outnumbered by the enemy 2:1 in Stands
-3	Outnumbered by the enemy 3:1 in Stands
-4	Outnumbered 4:1 or greater in Stands
+2	Cavalry charging Foot in open, not in Square
+1	One or more Brigades are Fanatics charging
+1	One or more Brigades Lancers vs Other Cavalry
+2	One or more Brigades are Lancers vs Infantry
+1	One or more Brigades are Impact Foot, 1 st Round
+1	One or more Brigades are Heavy Horse
+2	One or more Bdes Armored Horse or Elephants
+2	One or more Brigades are British Foot or Horse
+1	One or more Bdes Gurkha, Sikh Regulars or other European or well drilled Regulars
+1	Breakthrough Charge or Supported Formation
-2	Disordered Brigade, Non-Countercharging Horse, Unattached or Silenced Battery, Non-Indian Horse vs Elephants (modifiers not cumulative)
-1	Each Stand lost during Current Fire Phase
+1 to +3	Defending in or behind Cover
-3	Defender Outflanked or attacked thru Rear
+3	Defender in Square vs Horse or vs any Irregulars
-1	One or more Units Open Order Foot or Horse

Using Strength prior to Shooting:

+2	Units are Fresh
-2	Units are Spent
+1	Units are Regular
+2	Units are Elite
-1	Units are Rabble

		EFFECTS
DIE ROLL DIFFERENCE	7 or more	Shattered! DEFENDER: Retreat a full move Disordered/Silenced. Two troop stands lost and 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: Mandatory breakthrough charge a half move towards closest enemy.
	4 5 6	Driven Back! DEFENDER: Retreat Disordered/Silenced beyond enemy musketry range or one-half move (whichever is greater). One troop stand lost and one battery is damaged if present ATTACKER: Occupy enemy position or optional breakthrough charge a half move towards closest enemy.
	1 2 3	Withdrawal! DEFENDER: Troops retreat disordered 2" (3" for 25 mm) from the enemy. Batteries are silenced and retreat beyond enemy musketry range or one-half move (whichever is greater) ATTACKER: Occupy enemy position.
	0	Locked in Combat! DEFENDER & ATTACKER: Both sides are Disordered/Silenced, and each lose one troop stand or one battery wrecked. Recalculate DRMs, fight again.
	-1 -2 -3	Withdrawal! ATTACKER: Retreat disordered until 2" (3" for 25 mm) from the enemy. DEFENDER: Hold position. Infantry in open form square if victorious against cavalry unless secure flanks and additional die roll of 5 or less.
	-4 -5 -6	Driven Back! ATTACKER: Retreat Disordered beyond enemy musketry/skirmish range or one-half move (whichever is greater) One troop stand lost. DEFENDER: Hold position. Infantry in open form square if victorious against horse unless secure flanks and additional die roll of 5 or less.
	-7 or more	Shattered! ATTACKER: Retreat a full move Disordered/Silenced and two troop stands lost and one leader is captured if present. One additional troop stand is captured for each die result point difference over 10. DEFENDER: Hold position. Infantry in open form square if victorious against horse unless secure flanks and additional die roll of 5 or less.