

Black Powder

Sequence of Play

In each full turn both sides take an individual or 'player' turn in the following manner.

Command	moves units starting with <i>initiative</i> moves
Shooting	shoots with units
Hand-to-hand	both sides resolve any hand-to-hand fighting

Command

Command modifiers

-1	Per 12" distance from commander to unit
-1	Enemy unit within 12" of unit receiving order
+1	Attack Column
+1	March Column/Limbered Artillery unless on road or track
+2	March Column/Limbered Artillery on road or track

Movement

Move Distances

Infantry, Limbered Foot Artillery, Wagons	12"
Cavalry, Limbered Horse Artillery	18"
Manhandled Artillery	6"
Manhandled 'Battalion' Guns	12"
Commanders on foot	36"
Commanders on horseback	48"

Move Modifiers

Woods	Half pace skirmish infantry only
Rough ground	Half pace infantry / cavalry, skirmishers as normal only
Crossing Obstacle	6" penalty
Entering Building	6" penalty
March Column	Free move if Command roll failed
Limbered Artillery	Free move if Command roll failed
Square	One move if failed Command roll (one move maximum)

Morale

Save modifiers

(most troops save on a roll of 4+)

+1	Infantry in Attack Column unless hit by artillery
+1	Target within woods, hedgerows or similar (light cover)
+2	Target is within buildings/fortifications (heavy cover)
-2	Target is in March Column
-1	Hit by artillery fire at long range
-2	Hit by artillery fire at close or medium range

Break Test

Break Test modifiers

-1	Per excess casualty
-1	Disordered
-1	Suffered casualties from artillery for tests A or B

Break Test Result Table

Result	Combat type	Infantry	Cavalry	Artillery
4 or -	Shooting	Breaks	Breaks	Breaks
	Hand to Hand	Breaks	Breaks	Breaks
5	Shooting	Retires	Retires	Breaks
	Hand to Hand	Retires	Retires	Breaks
6	Shooting	Holds	Holds	Breaks
	Hand to Hand	Retires	Retires	Breaks
7 or +	Shooting	Holds	Holds	Holds
	Hand to Hand	Holds	Retires	Breaks

Hand-to-hand Combat

Combat To Hit modifiers

(hit on roll of 4+)

+1	Charging	-1	Shaken or Disordered
+1	Won last round of combat	-1	Skirmishers
		-1	Engaged to flank or rear

Combat Result modifiers

+1	Support to the rear	+3	Square vs Cavalry
+1	Per flank support (Left/Right)	+1-3	Occupying building (size)

Shooting

Ranges

Pistols, Shotguns and Thrown Weapons	6"
Bow and arrow	12"
Smoothbore Carbines	12"
Smoothbore Muskets	18"
Rifled Carbines	18"
Rifled Muskets	24"
Breech-loading Carbine	24"
Breech-loading Rifles	30"
Bolt-action Carbines	30"
Bolt-action Rifles	36"
Light Smoothbore Artillery	36"
Smoothbore Artillery	48"

Shooting To Hit modifiers

+1	Artillery shooting at Column or Square
+1	Close Range (6"), Closing Fire, or Skirmishers
-1	Shooters 'Shaken' or 'Disordered'
-1	Target is Skirmishers, deployed Artillery, or Not Clear
-1	Artillery at over half range
-1	Cannon shooting overhead

Size modifiers

Large unit	+1 dice Shooting	+2 Combat
Small unit	-1 dice Shooting	-2 Combat
Tiny unit	1 dice only Shooting	1 dice only Combat

Formation modifiers

Attack Column	Shoot 1 dice
Mixed Formation	Shoot 1 dice
Square	Shoot 1 dice/face fight 2 dice/face
March Column	May not shoot fight 1 dice
Limbered Artillery	May not shoot May not fight

Tactical modifiers

Enfilading Infantry	Shoot x 2 dice
Enfilading Artillery	Shoot x 2 dice
Buildings	Shoot 2 dice/face Fight 2 dice/face

- A. Test if excess hits suffered from Shooting
- B. Test if Shaken or suffering artillery casualties by closing fire
- C. Test if defeated in Hand-to-hand Combat
- D. Test if Shaken by drawn Hand-to-hand Combat
- E. Test supporting units if supported unit breaks and flees

Breaks The unit *breaks* and is deemed destroyed – remove the entire unit from the field.

Holds The unit *holds its ground* and remains where it is and will continue fighting in the following combat round.

The unit *retires* one full move to its rear without changing formation and at all times avoiding contact with the enemy.

Retires If unable to comply, the unit becomes *disordered* and may make two moves to its rear if this enables it to reach a tenable position.

If unable to comply with this further requirement, the unit *breaks* as described above.

Black Powder

Blunder

Blunder Results	
1	Rapid Retreat: 2 moves away from closest enemy
2	Retreat: 1 move away from closest enemy
3	Move to Left: 1 move to left, may charge
4	Move to Right: 1 move to right, may charge
5	Move Forward: 1 move forward, may charge
6	Charge!: 1D3 moves forward attempting to charge

Disorder

Disorder Summary	
no Order	
no Initiative	
-1 to hit & -1 combat	
-1 Break Test	
Cavalry no Charge Responses	
no Sweeping Advance	
no Evade	

Shaken

Shaken Summary	
if leaves the table is removed	
-1 to hit & -1 combat	
cannot charge or counter charge	
Cavalry no sweeping advance to charge	

Evade

Evade Summary	
Cavalry & Horse Artillery evade infantry	
Infantry Skirmishers evade non Skirmish Infantry	
Cavalry Skirmishers evade non Skirmish Cavalry	

Counter charge & turn to face

Shaken Summary	
Only Cavalry can	
If Cavalry counter charges infantry :	
this is disordered	
no +1 to hit charge bonus	

Guns

Guns Summary		
Horse Artillery can limber + move + unlimber + shoot		
Foot Artillery 1 move to limber or unlimber (& shoot)		
Attacks		
1	2	3
Short (+1 to hit)	Medium	Long (-1 to hit)
up to 6"	up to half range	over half range
Morale -2	Morale -2	Morale -1

Skirmishers

Skirmishers Summary	
no closing fire	
cannot charge: Line, Attack Column, Warband, Mixed or Square formations	
can charge: buildings, Artillery, March column, skirmishers, flank or rear of units already engaged	

Buildings

Combat Result Bonus in Hand to Hand	
Large/Standard u	+3
Small Unit	+2
Tiny Unit	+1
Artillery	0

All: no support

Only valid Break Test Result: Broken

Supports

March column and limbered artillery cannot support.

The following units cannot be supported	
Artillery	
Skirmishing un	
Square	
Units within buil	
Units engaged to their side or rear	