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