

## Sequence of Play

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

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

## Command

Command modifiers	
-1	Per 8" distance from commander to unit
-1	Enemy unit within 8" 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	8"
Cavalry, Limbered Horse Artillery	12"
Manhandled Artillery	4"
Manhandled 'Battalion' Guns	8"
Commanders on foot	24"
Commanders on horseback	32"

  

Move Modifiers	
Woods	Half pace skirmish infantry only
Rough ground	Half pace infantry / cavalry, skirmishers as normal only
Crossing Obstacle	4" penalty
Entering Building	4" 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	
<i>(most troops save on a roll of 4+)</i>	
+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	<i>Breaks</i>	<i>Breaks</i>	<i>Breaks</i>
	Hand to Hand	<i>Breaks</i>	<i>Breaks</i>	<i>Breaks</i>
5	Shooting	<i>Retires</i>	<i>Retires</i>	<i>Breaks</i>
	Hand to Hand	<i>Retires</i>	<i>Retires</i>	<i>Breaks</i>
6	Shooting	<i>Holds</i>	<i>Holds</i>	<i>Breaks</i>
	Hand to Hand	<i>Retires</i>	<i>Retires</i>	<i>Breaks</i>
7 or +	Shooting	<i>Holds</i>	<i>Holds</i>	<i>Holds</i>
	Hand to Hand	<i>Holds</i>	<i>Retires</i>	<i>Breaks</i>

## Hand-to-hand Combat

Combat To Hit modifiers			
<i>(hit on roll of 4+)</i>			
+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	4"
Bow and arrow	8"
Smoothbore Carbines	8"
Smoothbore Muskets	12"
Rifled Carbines	12"
Rifled Muskets	16"
Breech-loading Carbine	16"
Breech-loading Rifles	20"
Bolt-action Carbines	20"
Bolt-action Rifles	24"
Light Smoothbore Artillery	24"
Smoothbore Artillery	32"

  

Shooting To Hit modifiers		
+1	Artillery shooting at Column or Square	
+1	Close Range (4"), 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

<b>Breaks</b>	The unit <i>breaks</i> and is deemed destroyed - remove the entire unit from the field.
<b>Holds</b>	The unit <i>holds its ground</i> and remains where it is and will continue fighting in the following combat round.
<b>Retires</b>	The unit <i>retires</i> 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 <i>disordered</i> 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 <i>breaks</i> as described above.