



Turn Sequence

1. Initiative
2. Player 1 Morale
3. Player 1 Manoeuvres
4. Player 2 Shooting
5. Player 2 Morale
6. Player 2 Manoeuvres
7. Player 1 Shooting
8. Melee

Manoeuvres

Units may either change between line, column or square formations as well as changing facing.

Or

Advance and/or Wheel within the following distances;

Infantry	9"
Cavalry	15"
Artillery	3"
Moving over obstacle/rough terrain	- 3"
Moving on road	+3"
Moving in Column Formation	+3"
Charging into Melee	+3"

Initiative

- Each player rolls a dice.
- Highest score becomes "Player 1"
- Ties are re-rolled

Morale

- During each turn every unit must make a morale test.
- Roll 2D6 for each unit separately and apply the following modifiers;

➤ Fired at last turn	-1
➤ Fired at by artillery last turn	-2
➤ Cavalry within 12"	-1
➤ Column formation	-1
➤ Below half strength	-1
➤ Attack column formation	+1
➤ Square formation	+2
➤ While in a building	+2

- Each dice roll, after modifiers must be equal to or greater than 7 for the unit to pass.
- If Passed, the unit may Manoeuvre and Shoot as normal.
- If failed the unit must retreat 6" and may perform no other actions
- If the dice roll after modifiers equals 2 or less the unit will route from the table.

Shooting

After Manoeuvres, each unit may attempt to shoot.

*Only units in Skirmish, Line, Attack column and Square may Shoot

• Roll 1D6 for each model facing the enemy and within the front 2 ranks of the unit that is Shooting, then consult the table below.

Range Band 1 – 6" – 4+ To Hit
 Range Band 2 – 12" – 5+ To Hit
 Range Band 3 – 18" – 6+ To Hit

- Each Hit causes 1 wound on the enemy unit.
- Units in building may only be hit in Range Band 1 on a 5+ To Hit

Melee

Charging Units

If a unit charges into Melee during its Manoeuvres, it will now fight.

- Roll 1D6 for each model in the attacking unit.
- Each roll of 4+ will cause a wound on the enemy unit.
- After the defender's models have been removed, the defender then rolls 1D6 for each of the remaining models in the unit.
- Each roll of 4+ will cause a wound on the enemy unit.

Continued Melee

For any units that are still in Melee from the previous turn;

- Units defending a building will attack first,
- If not, both players simultaneously roll 1D6 for each model in their unit.
- Each roll of 4+ will cause a wound on the enemy unit.

Any unit that fails its Moral test at the start of the turn, and is still engaged in Melee is automatically overrun and destroyed.

Special Rules

Sergeant – As long as the Sergeant is alive, the Unit he is with will only retreat 3" instead of 6"

Standard Bearer - Adds +1 to unit Moral Test

Musician – Adds +2" to Unit Movement

Officer

- Adds +1 to unit Moral Test

- Allows unit to re-roll Moral Test once each turn.

Casualties – Any roll of a 6 while wounding an enemy unit will kill either the unit's Sergeant, Standard Bearer, Musician or Officer. The player controlling the unit being attacked chooses which.

Light Infantry

•Add +2" to the units Movement and suffer no penalties for obstacles/rough terrain

•Add +1 to Hit for each model when Shooting

•Suffer -2 to Moral Tests if ANY enemy unit within 6"

•Suffer -2 to Moral Tests if attacked in melee

Grenadiers

•Add +2 to unit Morale Test

Elite Infantry

•Add +1 to unit Moral Test

•Add +1 to Hit for each model when Shooting

•In Melee, Wound on a 3+ instead of 4+

Artillery

Artillery units operate during the Shooting phase.

If the artillery did not Manoeuvre, it may shoot;

- The unit may target any single enemy unit within its direct line of sight. Or, any building which an enemy unit occupies
- Firstly, calculate which Range Band the enemy Unit is within
- Then, roll 2D6, add the dice scores together, and consult the 'Score to Hit' column on the table below;

Range Band	Score to Hit	Wounds Caused
------------	--------------	---------------

1 – 12"	4+	4D6
2 – 24"	5+	3D6
3 – 36"	6+	2D6
4 – 48"+	7+	1D6

- If a hit is scored, roll the relevant number of dice listed in the 'Wounds Caused' column of the table.
- Add the total score of this dice roll. This is the number of casualties the enemy unit removes.

Cavalry

•+3" extra movement when charging into Melee (Total +6")

•Roll 2D6 for each cavalry Model attacking in Melee instead of 1D6

•Cavalry in Melee wound on a 3+ instead of 4+

•Lancers Charging into Melee wound on a 2+ instead of 4+

•Cavalry in Melee against square formation only roll 1D6 to attack and only wound on a 5+

Fearsome Reputation

Unit causes a further -2 to all enemy morale when within 12"

Lucky Officer

As long as the Officer is alive, the Unit may re-roll 1D6 in any Phase

Cowardly Officer

If Morale test is passed, roll 1D6. If 4+ Unit may not advance

Give 'em the cold steel!

Unit must attempt to charge into Melee

Veteran Drill Sergeant

Unit may Change formation AND move this turn

Flogged soldiers

If Unit fails its Morale test, the soldiers will kill its officer and route

Unshakeable discipline

Unit adds +4 to its Morale

Dirty Muskets

If Unit rolls any 1's during Shooting Phase, it may not Shoot next turn

Wet Powder

Unit may only Shoot at Range Band 1

Marksmen

Unit adds +1 To Hit in Shooting

Conscripts

Unit is always at -1 for Shooting and Melee

Veterans

Unit is at +1 for Shooting and Melee