

TURN SEQUENCE

1. Change Orders & Dice for Initiative (d10)
2. Initiative winner moves/charges
3. Non-initiative player fires & resolve MCs
4. Initiative winner fires & resolve MCs
5. Melee combat (if any) & resolve MCs
6. Repeat 2-5 for non-initiative player
7. Rally & check supply for all players

ORDERS

Units inside command radius move as desired to follow orders. Units outside command must roll MC to move. *PASS: move half. FAIL: may only change formation or wheel in place (no morale status lost).*

ATTACK All units must advance to be within 3" of enemy or objective.

PROBE Half of units must advance to be within 6" of enemy or objective. Remaining half must still be within at least 12".

SCREEN All units must advance to be within 6-12" of enemy or objective.

MANEUVER Units must start and end at least 6"+ away from enemy.

DEFEND All units must remain within 12" of objective location.

WITHDRAW All unit must disengage from enemy and remain at least 12"+ away.

RALLY All units must start 12"+ away from enemy. During Rally phase, all units roll 1 MC. *PASS: up 1 status level; FAIL: No effect.*

ORDER CHANGES

French/British: +/- 1 lvl
 Turkish: same or +1 lvl
 All others: same or -1 lvl

COMMAND RADIUS

French/British: 18"
 Aus/Pru/Rus (1809+): 12"
 Aus/Pru/Rus (1808-): 9"
 Spanish/Turks: 9"

MOVEMENT

Units inside command radius move as desired to follow orders. Units outside command must roll MC. If passed, move half. If failed, may only change formation or wheel in place (no morale lost).

Formation	Inf.	Lt. Cav.	Hvy. Cav.	Foot Art.	Horse Art.
Column	6"	12"	9"	6"	9"
Line	3"	9"	6"	-	-
Square	1"	-	-	-	-
Road	12"	15"	12"	12"	15"

Formation change: 1/3 movement

Facing change: 1/2 movement

Force march: +2 d10" and take 1 MC (road only)

TERRAIN

Rough Ground: 1/2 movement

Town, Woods, Steep Slopes, Streams, etc.

Impassible: Only at roads/bridges

Fortress, Major river, Mountains

LEADER LOSS

d10 RESULT

- 1 Not Even Close!
- 2-3 Hole in Coat: Detach 1"
- 4-5 Spent round: Back 10"
- 6-7 Grazed: Remove for 1 Turn
- 8-9 Wounded: Remove
- 10: Decapitated: Remove and all units within 3" take MC

FIRING

Inf./Cav.: [d10 per stand] Max. Range = 1" Max. Arc = 45
 Artillery: [see Range Chart for d10 and ranges] Max. Arc = 45

Front rank stands only
 Never fires "over" friendly units

Troop Type d10 Roll

Militia	9+
Conscript	8+
Seasoned	7+
Veteran	6+
Elite	5+
Guard	4+
*All Cav.	10+

FIRING UNIT

Panic: **No Fire**
 Disrupted: -3
 Rain/Snow: -1
 Flanking Fire: +2
 Rear Fire: +3

TARGET UNIT

Square: +2
 Column: +1
 Unlimbered Art: -1
 in Rough Ground -2
 in City/Fortress: -3

Artillery Range Chart

	2"	6"	9"	12"
Light	3d10	2d10	1d10	--
Heavy	4d10	3d10	2d10	1d10

FIRING RESULTS: Each hit = 1 MC

ART. Beyond 6" only inflicts 1 MC

MORALE CHECKS

For each MC, roll 1d10 until the unit passes. Failure results in a drop of one morale status level, with results implemented immediately before continuing to roll. A natural roll of "1" always fails, and if a leader is attached forces a test on the Leader Loss Table.

Troop Type d10 Roll

Militia	8+
Conscript	7+
Seasoned	6+
Veteran	5+
Elite	4+
Guard	3+

Garrison town: +2
 Garrison city/fort: +3
 Morale is "Panic": -1

LEADER ATTACHED

Poltroon: -2
 Weak: -1
 Dashing: +1
 Charismatic: +2
 Genius: +3

MORALE EFFECTS

BOLD	None
FIRM	None
NERVOUS	Back 1", facing enemy
DISRUPTED	Back 1/2 column move, facing enemy
PANIC	Back full column move, facing away
ROUTED	Men dispersed--REMOVE from play

MELEE

Charging unit conforms to defender; roll 1d10 per side and compare results. If units remain locked, roll up to a maximum of three rounds of melee.

MELEE RESULTS (high vs. low result)

0	In the balance...both units take 1MC
+1-4	Narrow Margin...loser takes 1MC
+5-9	Substantial Supremacy...loser takes 2 MC
+10-14	Triumphant...loser drop 1 status and take 1 MC
15+	Sweeping Win...loser drop 1 status and take 2 MCs

HASTY SQUARE TEST: Take 1 MC to respond.
 Pass: Form Hasty Square Fail: No effect

TRAINING

Conscript: +2
 Seasoned: +4
 Veteran: +6
 Elite: +8
 Guard: +10

MISC.

Leader: +(leader trait)
 Heavy Cav. Charging: +4
 Cav. vs. Art: +5
 Cav. vs. Hasty Square: -5
 Cav. vs. Square: -10

MORALE

Bold: +1
 Disrupted: -3
 Panic: -5

DEFENDER

Rough Ground: +2
 Fortress: +8
 Hit flank/rear: -8