

MOVEMENT	
TROOP TYPE	DISTANCE
Line infantry	
In line	6"
In line and firing	4"
In column	7½"
Charging	9"
Light infantry	
At all times	7½"
Heavy cavalry	
Normal move	9"
'Battle' move*	12"
Charging	18"
Light cavalry	
Normal	12"
Charge	18"
Artillery	
Pulled by team	6"
Manhandled	1"
Wagons	
All types	6"
Barges	
Upriver	6"
Downriver	9"
Canal	7½"

*One permitted for each move of rest.

ARTILLERY LIMBER/DEPLOY
Limber/unlimber takes 1 move.
Place guns at least 1" apart.

ARTILLERY ROUNDSHOT	
RANGE	THROW TO KILL
0 – 24"	3, 4, 5 or 6
24 – 36"	4, 5 or 6
36 – 48"	5 or 6
48 – 60"	6

Position stick on the line of fire and place sleeve over target. Throw + and - D6s. Move sleeve difference between scores toward or away from target. Figures covered by the sleeve are then diced for as potential casualties as above.

ARTILLERY COUNTER-BATTERY
If gun under sleeve or SBI, throw D6 and note result. 10 points = fire alternative moves; 20 points = gun destroyed. Reduce damage by 1 from 36" to 48", and by 2 at 48" or more.

TERRAIN MODIFIERS	
TERRAIN TYPE	EFFECT
Hill contours	
Uphill	Deduct 50% for all troop types
On contour levels	Normal movement
Downhill	Normal movement, chargers add impetus
Scenic terrain	
All types	Deduct 50% for all troop types
Woods	
Line infantry	Deduct 50%, open order 1" apart
Light infantry	Normal movement
All others	Not permitted
Swamp/marsh	
Infantry only	Open order, deduct 50%
Fordable rivers/streams	
Infantry & cavalry	2 moves to cross
Artillery & wagons	4 moves to cross
Buildings	
Infantry only	Max 7 figures per building section

ARTILLERY HOWITZER	
RANGE	THROW TO KILL
20 – 50"	4, 5 or 6
Place the SBI on the chosen target with the centre section over the point of aim. The 5 section is furthest from the gun. Throw a D6 to show area of impact (1 is a misfire). Throw a D6 for each figure within the sector in which the shell impacts.	

ARTILLERY CANISTER
Throw a D6 for each figure within the sector.

ROUNDSHOT EFFECT ON HOUSES					
RANGE	1 OR 2	3	4	5	6
0 – 36"	No penetration	Penetrates kills 1, stops	Penetrates kills 1, stops	Penetrates kills 2, goes on	Penetrates kills 3, goes on
36" – 48"	No penetration	No penetration	Penetrates kills 1, stops	Penetrates kills 2, goes on	Penetrates kills 2, goes on
48" – 60"	No penetration	No penetration	No penetration	Penetrates kills 1, stops	Penetrates kills 1, stops
House under roundshot sleeve, D6 = damage. Total 20 points = house destroyed, remove outer shell. Damage reduced by 1 from 36" to 48", and by 2 at 48" or more.					
Howitzers throw to hit as normal, then throw another D6: 1,2,3 = no casualties; 4 = 1 killed; 5 = 2 killed; 6 = 3 killed. All count towards damage. 10 points from shell fire = house on fire. Occupants must move at least 3" away. House fires burn for 15 moves, after which reveal ruins.					
Adjoining house sections may ignite. Every move that first section burns, roll D6. 1 or 2, no effect; 3, 4, 5 or 6 = adjoining section catches fire.					

LINE INFANTRY MUSKETRY		
FIRST VOLLEY DEDUCTIONS		
RANGE	OPEN	COVER
0 – 6"	1	2
6 – 12"	2	3
12 – 18"	3	4
NORMAL DEDUCTIONS		
RANGE	OPEN	COVER
0 – 6"	2	3
6 – 12"	3	4
12 – 18"	4	5
<ul style="list-style-type: none"> • Throw D6s to decide who fires first: draw = simultaneous. • Throw D6 for every 6 line infantry or 4 grenadiers firing. • Divide enemy into target groups of 6. Throw D6 for each hit (a figure can be hit more than once). • If not simultaneous, target unit fires using survivors only. 		

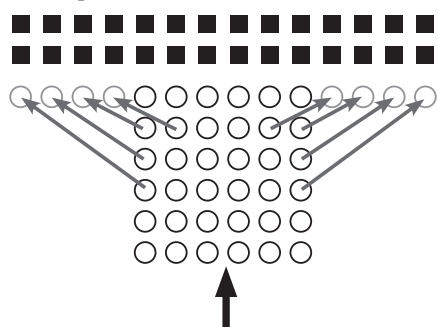
LIGHT INFANTRY MUSKETRY	
RANGE	THROW TO KILL
'Into the brown'	
0 – 9"	5 or 6
9 – 18"	6
Picking off individuals	
0 – 9"	6
9 – 18"	6 (mtd officers only)
At line infantry in cover	
0 – 9"	6 (no picking off)
9 – 18"	no effect
At light infantry in open	
0 – 9"	5 or 6
9 – 18"	6
At light infantry in cover	
0 – 9"	6
9 – 18"	no effect

CHARGING

Infantry

May only charge in column, but can make a normal move to contact (no impetus).

The front rank move directly forward to make contact. The two men from each flank of the second rank are moved forward and outwards to meet the enemy to either side of the original column, while the centre men close up behind the centre. Similarly, one man from each flank of the third and fourth rank is moved outwards and forwards, the centre men closing up to their front and behind the remaining column up to the full extent of the 9" move.



Firing at chargers

Permissible until the move in which contact is made, when both sides throw a D6. If defender highest, he fires at close range; if attacker wins, he makes contact without receiving a volley.

Cavalry

- May only charge to contact enemy.
- Heavy cavalry must complete entire 18" move in a straight line. No wheeling permitted.
- Light cavalry may wheel through 45° only in the first 6" of the charge move.
- No formation changes allowed during charge.
- No formation changes allowed on striking the enemy in the first contact.

MÊLÉE

COMBAT

MODIFIERS

1 infantry vs 1 infantry	straight throw
2 infantry vs 1 infantry	the pair add 50% of one D6
1 cavalry vs 1 infantry	cavalry doubles throw
1 cavalry vs 2 infantry	straight throw
1 cavalry vs 3 infantry	infantry add 50% to throw of one die
1 cavalry vs 1 cavalry	straight throw
1 cavalry vs 2 cavalry	cavalry adds 50% to throw of one D6

Throw a D6 for each combat involved. Same troop types cannot exceed 2 to 1. Musketry and artillery casualties inflicted by the defending unit count towards the mêlée result.

Grenadiers	+1
Charging	+1
Attacking downhill	+1
Heavy cavalry versus light cavalry	+1
Infantry behind a wall	+1
Attacking exhausted troops who have had only one move of rest	+1 (+2)*
Attacking exhausted troops who have had no rest	+2 (+3)*
Defending in a house against an attacker outside	+2

Breaking into buildings

Each attacker must first dice to see if they can break in. A 4, 5 or 6 means they have been successful, and can fight on equal terms. A 1, 2 or 3 means they remain outside and the occupants gain the +2 bonus. The attacker always requires the 4, 5 or 6 to enter, even if a particular section of wall appears undefended.

Second move of mêlée

If both sides stand, then each throws a D6 to determine who moves first. The winner may move 4 figures of infantry or 2 of cavalry into contact. Once contacted, a figure is *pinned*. The other side then does the same, moving 4 figures of infantry and so on until all that can make contact within *normal* move distances have done so. The second move of mêlée is conducted as the first but without the charge impetus of +1.

Duration of mêlée

A mêlée will last no more than 2 moves unless it is taking place in a built-up area, in which case it can continue for a further move.

MÊLÉE OUTCOME

First move

- A side losing twice the casualties of the other side must withdraw next move.
- Any unit losing casualties must test for morale and may have to withdraw next move.

Second move

- A side losing twice the casualties of the other side must withdraw next move.
- Any unit losing casualties must test for morale and may have to withdraw next move.

Actions after a mêlée

• If neither retreats, then the result is a draw. Both sides will retire two normal moves (unless one is a defender who has written orders to hold ground) and will then rest a further two moves before being allowed to take part in further offensive action. They may defend themselves if attacked.

*If a unit is attacked by fresh troops during their four moves of exhaustion (two of retreat and two of rest) the attackers add 2 to each individual combat throw if the move is immediately following the fighting moves of the exhausted side, and 1 to each throw if the exhausted side has had a clear move without combat. If fighting is continued for another move, the additions are increased to 3 and 2 respectively.

Heavy cavalry versus infantry

If heavy cavalry charge infantry who are formed less than 4 ranks deep, they may ride down the men and burst through. Each cavalry figure moving up to contact throws one D6.

- 3 ranks deep 5 or 6, breaks through.
- 2 ranks deep 4, 5 or 6, breaks through.

If breakthrough successful, the front enemy figure is removed as a casualty. The second and third rank figures are moved back and to the side a total of 3". The horsemen continue through to the extent of their charge move to contact another enemy if possible. They may veer up to 30° to do this.

MORALE	
ALL UNITS BEGIN WITH POINTS TOTAL OF 6 AS BELOW	
OFFICER	POINTS
Line infantry	
Mounted colonel	2
Four other officers/NCOs	1 each
Grenadiers	
Mounted colonel	2
Four other officers/NCOs	1 each
Light infantry	
Mounted colonel	3
Captain	2
Lieutenant	1
Garrison infantry	
Mounted colonel	3
Captain	2
Lieutenant	1
Heavy cavalry	
Colonel	3
Captain	2
Cornet	1
Light cavalry	
Colonel	3
Captain	2
Cornet	1
Engineers	
Mounted colonel	3
Three other officers/NCOs	1 each
Artillery battery	
Mounted colonel	3
Captain	2
Lieutenant	1

ESTABLISHMENTS	
UNIT TYPE	STRENGTH
Line infantry	5 officers and 48 rank-and-file
Grenadiers	5 officers and 48 rank-and-file
Light infantry	3 officers and 24 rank-and-file
Garrison infantry	4 officers and 24 rank-and-file
Heavy cavalry	3 officers and 24 rank-and-file
Light cavalry	3 officers and 24 rank-and-file
Engineers	4 officers and 24 rank-and-file
Artillery battery	3 officers and 10 rank-and-file (2 guns)
Barges	3 rank-and-file

MORALE CALCULATIONS	
CIRCUMSTANCE	POINTS
Losses in action: all except grenadiers	
One sixth of original rank & file lost	-1
One quarter of original rank & file lost	-2
Losses in action: grenadiers	
One sixth of original rank & file lost	No effect
One quarter of original rank & file lost	-1
Calculation	
Command Points - points for losses + D6 score	
Results	
≥6 Morale good, continue with orders	
<6 Morale bad, do as follows:	
<ul style="list-style-type: none"> • If in mêlée, break off make a complete move the rear. • If advancing, or stationary and firing, remain halted next move and no firing permitted. • If stationary, retire next move. 	
A unit with bad morale must be tested on each successive move until it rallies or flees the field, but on each ensuing move the requirement to rally increases by 1, i.e. 7, 8, 9 and then 10, after which it is considered dispersed.	
The 50% rule	
Any unit reduced to 50% or less of its rank and file must break off from whatever it is doing and move directly to the rear next move. It will play no further part in the action.	
Exceptions:	
<ol style="list-style-type: none"> 1. If it takes place in the first move of mêlée it may complete the second move of the mêlée. 2. If occupying houses, the unit may remain in the houses. 	
The General's rally	
A general may rally a retiring unit (unless it is at 50% or less) by moving to the unit and attaching himself to it. When he reaches the unit a single D6 is thrown to see how many moves it will take before the unit is fit for action. Once this happens, the General may not leave the unit during the battle.	
Saving throw for officers	
When an officer is hit in combat or from enemy fire, the player may throw a single D6 to save him. If he throws a 5 or 6 he is saved; on a 1-4 he is dead and is removed.	

Notes