Move Sequence

1. Initiative

2. Declare orders
- Unless specifically ordered to charge or melee, no unit may approach within 1BW of an enemy unit.
- Units within 1BW of enemy that intends to charge them must pass 'raw' Leadership test to evade. If fails, is caught and fights Disrupted.
- Horse Artillery, Skirmishers and Light Cavalry act on their own initiative. However, the intentions of such units should still be declared.
- Any unit within 3BW of an enemy unit acts on its own initiative. However, the intentions of such units should still be declared.

3. Test for leadership for sub-commanders and the C-in-C
- C-in-C may opt to take command of any units within his Command Radius, but if the C-in-C tests first and fails, then that player's turn ends immediately. This does not apply if the C-in-C is the only commander on the field.
- If the C-in-C attempts to issue commands to any units that their sub-commander has already unsuccessfully attempted to command, then he suffers a -1 penalty to do so.

4. Carry out reaction tests for any chargers and defenders
- Warband units within charge bonus distance of an enemy to their front and able to do so *must* always Charge or Countercharge without requiring a Reaction Test. C class troops and Artillery *never* Countercharge. Skirmishers and light cavalry may instead elect to Evade.

5. Movement
- **Carry out compulsory moves: retreats, routs and pursuits.**
  - □ Routing troops suffer no delay for turning tail and move directly away from the victors their standard move distance for the terrain +d3BW. Retreating troops do likewise, except the additional distance is d2BW. Subsequent moves are directly towards own table edge.
  - □ Pursuers can move their standard move +1BW for infantry, +2BW for heavy cavalry or +3BW for light cavalry.
  - □ Routers need gap of at least 1BW, or will shove their way through friends, disrupting any except skirmishers.
  - □ If pursuers make contact with a routing unit, it is automatically destroyed and removed.
  - □ Retreating units may fight back, with appropriate penalties.
  - □ Pursuers may rally at table edge unless Warband or Impetuous, who pursue quarry off the table for d6 moves before returning.
- **Move chargers, counterchargers and evaders**.
  - □ Counterchargers/evaders of class B or C suffer a compulsory delay of 1BW deduction from their move. A class troops suffer no delay.
  - □ The charge bonus distance must be made in a straight line, perpendicular to its frontage, only if it will make contact with the enemy. Direction/formation changes must be carried out in normal move. A unit that moves less than charge bonus distance is not charging.
  - □ Evaders who do not shoot at their attackers move +d3BW; if they shoot before evading, +d2BW.
- **Infantry charged by cavalry may attempt to form square or turn their rear rank about**.
  - □ Close order and loose order units only. Infantry of class B or C suffer delay of 1BW, so will be caught with square not fully formed and count as disrupted if chargers closer. Otherwise, the infantry are assumed to form square successfully unless they roll a double 6 on 2d6, when they count as disrupted and the cavalry may attempt to break in.
- **Normal moves, march moves and formation changes**.
- **Move the C-in-C and other sub-commanders if desired.**

6. Shooting
- Calculate artillery fire.
- Calculate small arms fire.
- Any chargers taking one or more hits *per base* must stop 1BW short of its target and suffer 2 Disruption Points.

7. Melees
Hits from melees are calculated in an order determined by the reach of weapons. Point Blank weapons shoot only just before impact – calculate effect before hand-to-hand fighting, take results into account for melee, but no Reaction Test until the melee completed.

8. Reaction

Skirmish Screens Post-1789

- Two half-depth bases are placed ahead of the parent unit at least 1BW apart. Any shooting directed at them is calculated as if shooting at troops in skirmish order. The pair of bases is treated as one for hits and all other reaction purposes. They may operate as skirmishers in all other respects, including movement, terrain effects, cover etc, but must remain within 2BW of their parent unit at all times, unless specifically tasked separately by the local sub-commander or C-in-C.
- Enemy infantry fire must be directed against the skirmish screen rather than the unit they are shielding as long as the skirmish screen unit retains at least half its Strength Points. Thereafter, fire may be directed at the parent unit as if unscreened.

Command Radius

- C-in-C 10BW (Superior), 8BW (Competent) or 6BW (Cautious).
- Sub-Commanders: units of his *own* command within 5BW (Superior), 4BW (Competent) or 3BW (Cautious).
- Radius measured to closest point of the unit(s) commanded.
- After carrying out current orders, any unit outside command radius of its sub-commander must halt and await further orders. Any unit engaged in melee may continue to fight. A and B class troops may countercharge if charged or charge any enemy within their normal move distance.
- **Units of Horse Artillery, Skirmishers and Light Cavalry act on their own initiative.**
- **Any unit within 3BW of an enemy unit acts on its own initiative.**

Leadership

- Roll two d6 for any leader issuing orders. **Superior** have a Leadership Factor of 9; **Competent** 8; **Cautious** 7. Player must roll ≤ Leadership Factor.
- **Fail:** deduct 2BW from movement of all his mounted units, or 1BW from all other units. *Compulsory.*
- **Double 6 = blunder**. Roll another d6:
  1. All his units deduct 2BW from their movement this turn
  2. All his mounted units deduct 3BW and other units 2BW from their movement this turn
  3. As for 2, and any formation changes take twice the normal time
  4. As for 3, and no charges or countercharges are permitted
  5. As for 4, and all units shooting suffer a -1 penalty on their die rolls
  6. As for 5, and all units mêléeing suffer a -1 penalty on their die rolls
- **Pass:** move as many of his units as he likes any distance up to their permitted movement limit.
- **Pass by a margin of 2 or more:** *add* 2BW to the movement of all his mounted units, and 1BW to all other units. *Voluntary.*
- **Double 1: top form**. Roll another d6:
  1. All his units add 2BW to their movement this turn
  2. All his mounted troops add 3BW and infantry 2BW to their movement this turn
  3. As for 2, and any formation changes may be carried out without penalty
  4. As for 3, and no deductions need be made for difficult terrain
  5. As for 4, and all troops eligible to shoot add 1 to their die rolls
  6. As for 5, and all troops eligible to melee add 1 to their die rolls
- Leaders have no other effects on shooting, either positive or negative.
- For Reaction Tests, Sub-Commanders may add their Leadership Bonus only to their own troops, *not* to any unit led by a different leader, but C-in-C may confer his bonus upon any units within his command radius and able to see him.
- **If a leader attaches himself to a retreating or routing unit**, his Leadership bonus will apply *to that unit only* until he separates from it again.

Risk to Leaders Attached to Unit Suffering Casualties

SHOOTING
Leaders attached to or within 1BW of a unit that suffers *at least 1 hit per base* is at risk. The shooting player rolls 1d6:
1, 2 = **a near miss!** The leader in question survives unharmed.
3, 4 = **unhorsed!** The leader's horse is killed, and he may not move or issue orders for one turn.
5 = **wounded!** The leader is wounded and needs medical attention for d6 moves, during which time he may play no part in the battle and command must be assumed by the Commander (if it is not he who has been hit) or nearest Sub-Commander. If the hit is from roundshot, a roll of 5 counts as a 6.
6 = **calamity!** The leader is gravely or mortally wounded and command must be assumed by the Commander (if it is not he who has been hit) or nearest Sub-Commander with a delay of d3 moves. All friendly units within 5BW must take an immediate Reaction test, suffering a deduction of -1 if it is a Sub-Commander, -2 if it is the general himself who is hit.

MELEE
A Commander or Sub-Commander who is attached to or within 1BW of a unit that loses a round of melee and suffers *at least 1 hit per base* is at risk. The winning player rolls 1d6:
1, 2 = **look out sir!** The leader in question survives unharmed.
3, 4 = **unhorsed!** The leader's horse is killed, and he may not move or issue orders for one turn.
5 = **captured!** The leader falls into the enemy's hands. Terms may be negotiated for his release. If the hit is received from infantry, a roll of 5 counts as a 6.
6 = **calamity!** The leader is gravely or mortally wounded and command must be assumed by the Commander (if it is not he who has been hit) or nearest Sub-Commander with a delay of d3 moves. All friendly units within 5BW must take an immediate Reaction test, suffering a deduction of -1 if it is a Sub-Commander, -2 if it is the general himself who is hit.

Cohesion Limit

Once a unit has taken hits equal to half its initial Strength Points, it must retire from the battle. A unit may be given scenario-specific additional Strength Points.

BASIC MOVE DISTANCES

Close Order Infantry	3BW
Loose Order Infantry	4BW
Skirmishing Infantry	5BW
Close Order Heavy Cavalry/Camelry	5BW
Close Order Light Cavalry/Camelry	7BW
Loose Order Light Cavalry/Camelry	8BW
Skirmishing Light Cavalry/Camelry	10BW
Battalion guns	3BW
Foot artillery	3BW
Horse Artillery (early)	6BW
Napoleonic Horse Artillery	8BW
Manhandled field guns	1BW
Leader on horseback	10BW
Courier	12BW
Wagons	3BW
Boats (canal speed)	4BW

SITUATION

Situation	Effect
Inf in col of attack	+1BW
Inf ch or pur	+1BW
Cav/cam ch or pur	+2BW
Inf about-face 180 unless skirmishers	-1 BW
Inf from col of march to line	-1 BW
Cav from col of march to line of sqns	-2 BW
Inf or arty shoot and move or vice versa*	-2BW
Difficult terrain or fording** unless skirmishers	-2BW
Troops on good roads	+1BW
Crossing rough terrain** unless skirmishers	-3BW
Inf move though BUA unless skirmishers	-1BW
Cav or arty move through BUA	-2BW
Defile narrower than 1BW	-1BW
Inf stepping back	-2BW
Inf lying down or standing up	-1 BW
Complex manoeuvre*** unless skirmishers	-3BW
Mount or dismount cavalry****	-2 BW
Limber or unlimber artillery	-2 BW
Troops in Extra heavy armour	-1 BW
Troops in column of march 12+BW from enemy	2x
Not in col of march, but 12+BW from enemy	+50%
Boat moving upstream	-2 BW
Boat moving downstream	+2 BW

*Incl evaders. Matchlocks may not move and fire. Thrown wpns no penalty.
** No artillery other than on tracks or roads
*** Changing formation or changing face by 90°, cav changing face by 90° or 180°, increasing or decreasing frontage, passing a defile, interpenetration.
**** One in three must remain mounted as horse holders.

- Troops in column of march make any additions or deductions *before* doubling the remaining distance.
- Troops charging unit that evades successfully lose charge bonus. Bonuses/penalties resulting from Leadership Tests are unaffected.

INTERPENETRATION

Only possible where the moving unit will pass through the other completely by the end of its turn.
- Skirmishers on foot, unless charging, may pass through, or be passed through by, any other friendly unit without either unit being affected. Skirmishers may *always* interpenetrate other skirmishers.
- Close order units may pass through other close order units, but both will suffer 1 point of disruption as a result.
- The unit being passed through may not move, fire, or conduct close combat until the manoeuvre is complete.
- Units in square or column of march may not be interpenetrated.
- A charging or evading unit (other than skirmishers) may not attempt to interpenetrate.

LYING DOWN

- Infantry may lie down, losing 1BW of movement to do so.
- If targeted while prone, the infantry count as being in Hard Cover to all but howitzer shell fire, which counts Soft Cover only.
- Troops except trained Light Infantry attempting to fire whilst prone suffer a -2 penalty.
- Troops caught prone suffer a -3 penalty on their dice rolls in melee.

WEAPON RANGES

Weapon	Short	Medium	Long
Thrown*	1BW	n/a	n/a
Pistol	1BW	n/a	n/a
Carbine	1BW	2BW	4BW
Bow	2BW	3BW	6BW
Matchlock	1BW	3BW	6BW
Musket	1BW	3BW	6BW
Rifle	2BW	6BW	9BW
Light artillery**	3BW	6BW	12BW
Medium artillery	6BW	12BW	24BW
Heavy artillery	8BW	16BW	32BW
Howitzer	3BW	9BW	18BW

*One use only   **Includes battalion guns and camel guns

NB Range is always limited by visibility. Visibility is assumed to be table edge to table edge unless interrupted by terrain. Visibility inside woods is restricted to 2BW; troops outside a wood may only see 1BW into it; inside BUAs, visibility is restricted to 1BW only and troops may only see in when in contact with the BUA.

SHOOTING PROCEDURE

The following numbers of dice are thrown *per base* shooting. Hits are caused on a score of 4, 5 or 6 after all modifiers have been applied (see below). Note that a roll of 1 is *always* a miss, a 6 is *always* a hit.

Close order infantry	3
Loose or open order infantry	2
Skirmishing infantry	1
All infantry inside Built Up Areas	2
Cavalry firing pistols	1
Cavalry firing carbines when mounted	1
Battalion/camel gun	2
Light artillery	3
Medium artillery	4
Heavy artillery	5
Howitzers	3, unless target is in confined space, then 5

- At close range, all artillery may roll one extra die to simulate canister.
- If the cumulative modifiers bring the total required to score a Hit to more than 6, then the shooting player must first roll a 6 for each base firing, then roll another die:

Score required	Additional die roll required after first 6
7	4, 5 or 6
8	5 or 6
9+	6

Double 6 is *always* a hit, regardless of circumstances.

Apply modifiers to the *score on each die* rolled, not the number of dice rolled.

SHOOTING MODIFIERS

Dense target*	+1	Target unit in soft cover	-1
Enfilading target	+1	Target unit in hard cover	-2
Firing unit is A class	+1	Target unit in fortifications	-3
Firing unit is C class	-1	For each Disruption cause	-1
Target unit wearing heavy armour** or elephants	-1	Target unit wearing extra heavy armour****	-2
Target unit is in skirmish order***	-2		
Target unit is in open order	-1	First volley (muskets & carbines only) †	+1
Target is at short range	+1	Shooting unit moved (unless thrown)	-1
Target is at long range	-1	Target is BUA or equivalent	+1

*Limbered artillery, infantry square, head or flank of attack column, head of any column of march
** Not applicable to artillery
*** Includes deployed artillery
**** Pistol, bow or thrown only, otherwise -1 as for heavy armour, including not applicable to §artillery
† Not applicable to skirmishers

SAVING AGAINST SHOOTING

After hits have been calculated, the enemy then has the opportunity to save. Throw the same number of dice as those that scored hits on the unit.

Weapon inflicting hits	Saving roll
Pistol or bow or thrown	3-6
Carbine, musket, matchlock	4-6
Rifle or howitzer shell	5 or 6
Smoothbore cannon	6

A base is lost as soon as Hits suffered equal the Strength Points value of a base of that unit's type, normally equal to the number of miniatures mounted on it. Accumulated hits must be recorded.

Shooting at a Charge

Defenders who pass their reaction test may shoot at enemy charging it or friends within its arc of fire during the *enemy's* Movement Phase, *in addition to* any shooting during its own previous turn, BUT it may not then shoot again during its own turn. If the enemy falls short, then no shooting will take place *in the enemy's move*. Doesn't apply to evaders who manage to shoot and then successfully evade. Roll a d6:

- 1 or 2 – shooting is calculated as if at Long range
- 3 or 4 – shooting is calculated as if at Medium range
- 5 or 6 – shooting is calculated as if at Short range.
- A class troops add 1 to their die roll; C class deduct 1.
- Charging units taking one or more unsaved hits per base must stop 1BW short of target, suffers 2 Disruption Points and must take an immediate Reaction Test.

Counter-Battery Fire

- Working crews count as skirmish order so -2 to hit them.
- Guns roll one die fewer when shooting for each gun figure lost.
- When targeted, any 'natural' roll of 6 means that the gun has been hit; roll another d6:
  - □ **Hit by roundshot**
    1 = glancing blow, no further effect; 2, 3 = wheel broken, gun out of action for d3 moves; 4, 5 = carriage damaged, gun out of action for d6 moves; 6 = barrel struck and dismounted, gun out of action.
  - □ **Hit by shell**
    1 = gun hit by small splinters, no further effect; 2, 3, 4 = wheel broken, gun out of action for d3 moves; 5 = carriage damaged, gun out of action for d6 moves; 6 = shell detonates ready ammunition, any figures/units within a radius of 1BW test as if hit by another round of howitzer fire.

Shooting at Built Up Areas/Risk of Fire

- Each BUA may be garrisoned by up to **eight infantry bases of any kind**.
- No cavalry are permitted to garrison BUA unless dismounted, but may pass through on roads. No artillery can enter BUA, with the exception of battalion guns or guns being placed in previously prepared positions in accordance with a scenario, or travelling on roads.
- Troops in buildings count as being in hard cover, and NOT additionally as skirmish, open, loose or close order.
- Each BUA has 100 points (wooden) or 150 points (brick) or 200 points (stone). Fortifications have separate rules.
- **Roundshot**: the damage caused = total poundage of *model guns* firing + 1d6 per gun model. Long range -2 from the die roll; medium range -1; close range, no deduction.
- **Points value of BUA reduced to 0 = destroyed.**
- **Howitzers**: the damage caused = calibre of shell rounded down + 1d6 per gun model. *Howitzer shells are not affected by range*. Shells may also set buildings on fire. For each model firing (or two models in the 'old school' variant), roll 2d6. Wooden buildings – 9+ = caught fire; brick buildings ignite on 11+; and stone on double 6.
- Unless extinguished within the first two turns of igniting, the fire burns for the rest of the game. Risk of spreading to BUAs within 2BW in direction of prevailing wind. Roll a d6 each player turn: wooden buildings catch on 4+, brick on 5+ and stone on 6.
- Troops in burning BUA must evacuate. If prevented, they are lost.
- Fire must be extinguished within the first two turns of igniting by infantry whose bases are touching the building with their long edges. They may not do anything else whilst firefighting. Each base attempting rolls a d6. First move, 4, 5 or 6 required to extinguish; second move, 6 needed. If BUA is still under howitzer fire, then attempt suffers -1. Any base rolls a 1, then building has collapsed and base is lost.
- **Troops shooting out of a BUA**: no more than one base per 120mm of perimeter may fire out. The unit's normal formation breaks up to defend walls, windows, doors, loopholes and so on.

Turning Rear Rank About – Shooting

A or B class infantry in close order may use one of its three allocated dice per base to shoot in the opposite direction to the facing of the rest of the unit.

Close Combat (Melee)

Player holding the Initiative carries out melees in any order he chooses. Front rank of bases only melee. All bases counted as fighting must be in **edge-to-edge** contact. Maximum odds 3:1.

Reach and FIrst Strike

Units in melee that outreach their opponents strike first. Thrown weapons and pistols outreach pikes, which outreach cavalry lances, which outreach muskets with bayonets *unless the infantry is in formed square*, when its muskets and fixed bayonets outreach all cavalry. Infantry in *formed* square always strike first against cavalry. Also possible for certain highly drilled infantry units in line in the eighteenth century. **Melees fought by troops with equal length weapons are simultaneous**. A unit successfully attacked in the flank or rear does *not* outreach those opponents.

Turning Rear Rank About – Melee

A or B class infantry in close order must first pass a Reaction test and, if successful, may use one of its three allocated dice per base to melee with a unit attacking it from behind.

Overhead Shooting

- Overhead shooting is permissible to infantry or cavalry armed with bows, short bows, long bows or darts to a maximum of two bases deep. Archers in rearward ranks can shoot overhead as long as they are in base to base contact with the troops to their front. The range is measured from the front edge of the archers' bases, not the bases of the troops to their front if they are of a different type.
- Assuming that the troops in the front rank of bases would be able to shoot at the intended target within their arc of fire, then archers in the rank of bases immediately behind them are allowed to shoot at the same target. Although technically unable to see the target, it is assumed that they are trained to shoot into the air in such a way that their missiles will fall onto the enemy formation.
- Our rule that bases in melee may not be fired upon still applies. However, if the enemy formation is more than one rank of bases deep, or has any unengaged bases, then these rear or unengaged bases are legitimate targets.
- In order to use overhead shooting, the firing unit must remain stationary and the shooting suffers a -1 modifier to hit unless the firers are on a higher elevation.

Close Combat Procedure

The following numbers of dice are thrown *per base fighting*. Hits caused on a 4, 5 or 6 after modifiers have been applied. Cavalry dice differ according to whether it is the 'impact' phase of combat, subsequent rounds of melee, or they are caught at the halt or being pursued. Only elephants may count impact when charging other elephants.

Close and loose order infantry charging, with momentum, or following up add one die per base.

A roll of 1 is always a miss.

Close/loose order inf	3				
Open order inf	2				
Skirmishing inf/crews	1				
Heavy cav/cam chg	5	Melee	4	halted/pursued	3
Nap lancers chg inf	5	Melee	4	halted/pursued	2
Nap lancers chgg cav	4	Melee	3	halted/pursued	2
Oth lt cav/cam/Coss chg	4	Melee	3	halted/pursued	3
Elephants chg	8	Melee	6	halted/pursued	4

If the cumulative modifiers bring the total required to score a Hit to more than 6, then the player must first roll a 6 for each base firing, then roll another die as follows:

Score required	Additional die roll required after first 6
7	4, 5 or 6
8	5 or 6
9+	6

A double 6 is *always* a hit, regardless of circumstances.

Close Combat Modifiers

Pikes	+1	Trapped/surrounded*	-2
Cav vs sq or equiv	-4	For each disruption cause	-1
Cav vs highly drilled inf**	-2	Inf vs any mtd	-1
Cav vs cuirassiers	-1	Following up CC victory	+1
Unit is A class	+1	Unit is C class	-1
Enemy behind soft cover***	-1	Enemy behind hard cover/in BUA	-2
Uphill of enemy	+1	Reinforcing melee	+1
Loose/open order inf vs elephants	-1	Close order inf vs elephants	-2

Does not apply to troops in BUAs or other strongpoints unless enemy has broken in.

* Applies to eighteenth century European and Scandinavian infantry.

*** Does not apply to troops in woods unless they spend two full turns doing nothing except 'plashing' and felling trees to create horizontal barriers – vertical trees in their natural state are neutral cover in melee. Once done, that section of wood is treated as linear soft cover such as a fence.

Unless outreached or surprised, all hand-to-hand fighting is simultaneous, so the defenders may fight back, ignoring any casualties caused by their opponents until the end of the phase. If outreached or surprised, the defenders must take any casualties or disruption suffered into account *before* fighting back. If the defenders outreach the attackers, the attackers must suffer casualties first.

Saving against Close Combat Hits

After hits have been calculated, the enemy then has the opportunity to save. Throw the same number of dice as those that scored hits on the unit.

Weapon inflicting hits	Saving roll
Sword, club, musket, bayonet, other hand weapon	3-6
Sword or lance if cavalry/camelry charged or reinforced, pike in general melee	4-6
Elephant	6

A base is lost as soon as Hits suffered equal the Strength Points value of a base of that unit's type. Accumulated hits must be recorded.

Results of Close Combat

- The side suffering the most unsaved Hits is the loser. If Hits suffered are equal, then the melee continues into the next turn.
- Losers pushed back 1BW, plus ½BW per 1 Hit difference to hits inflicted on enemy. A class ignore the first 2 Hits difference; C class *add* 2 Hits.
- Troops forced back 3BW+ break immediately and Rout next phase.
- Winners count as 'following up' if melee continues next round.
- The position of combatant units should always conform to the winners.
- Units following up remain in contact if movement sufficient.
- If a melee continues, bases on both sides behind front ranks may advance to either or both sides of foremost bases, up to limit of their normal move, to join in fighting in subsequent turns.
- If the losers of a melee Rout, then victors have option of pursuing, except Impetuous regulars and any irregulars must take a Reaction test to prevent them from pursuing.
- After three rounds of close combat, combatants must break off and retire at least 1BW to recover, unless they are occupying a BUA.
- Heavy cavalry roll one die fewer after charging, pursuing or meleeing *for more than one round* owing to fatigue.

Breakthrough

If charging cavalry, camelry or elephants inflict twice as many Hits as received or more, then defenders are immediately split in the centre and suffer two Disruption points. The attackers continue to advance any remaining move distance as a Momentum Advance, and if this brings them into contact with other enemy, then they may fight a further round of melee, still counting as charging, but also as Disrupted. The unit breaking through may veer up to 45º either side of its original line of advance in order to contact further enemy units. If no such units exist, they must move straight ahead or remain where they are.

Reinforcing a Melee

Cavalry squadrons are permitted to **reinforce** friends in an existing cavalry versus cavalry melee by moving into contact either with enemy OR friendly bases already involved in the melee. *They may not count as charging*, but the enemy require a higher die roll to save against attacks from these fresher troops. The maximum odds permitted are 3:1 and only the front rank of bases of the reinforcing unit may participate.

Fighting in Built Up Areas

- Refer to Shooting rules for permitted maximum garrisons for BUAs.
- A base of attacking troops must be placed in contact with the BUA so that its *entire* length is in contact.
- Troops attacking a BUA may not count as charging.
- If any bases of troops garrisoning the BUA are destroyed, attackers may break in with the same number of bases on a roll of 5 or 6 on a d6. Any base that breaks in may then fight on equal terms with the defenders, but if it loses the subsequent round of melee, it is ejected. The troops breaking in count towards the maximum number of bases permitted in a BUA.
- Troops garrisoning a BUA count as 'Supported' until such time as the enemy break in.

Disruption

Unit crossed or fought in difficult or rough terrain this turn
Infantry or artillery successfully charged by cavalry this turn
Charging unit failed to make contact this turn
Unit contacted whilst attempting to evade this turn
Unit lost melee by more than 1 hit per base this turn
Unit has fought two or more rounds of melee
Charging unit stopped by shooting this turn
Non-Arab cavalry within 3BW of camelry or elephants
Unit successfully attacked in flank or rear or surprised this turn
Unit has taken 1+ hits per base this turn
Friends contact but unable to interpenetrate this turn
Unit making Momentum Advance or pursuit this turn
Unit routed this turn: *2 disruption points*
Unit has been broken through this turn: *2 disruption points**
Unit escalading fortress or strongpoint this turn
Any unit contacted by elephants

* Applies whether the unit breaking through is friend or foe.
These effects cause 1 point of Disruption except *, are cumulative, applied immediately and take effect for as long as the cause persists. Disruption is cleared at a rate of 2 points per turn by the unit halting and doing nothing but reforming.

Capture the Colours!

A unit broken through by cavalry, or which retreats or routs as a result of losing a melee, risks losing its colours. The winning side rolls 1d6 – a roll of 6 means that the standards have been captured. The unit that has performed this deed gains a +1 on all Reaction tests for the remainder of the game, whilst the unit that has lost its colours suffers a -1 penalty until it can recapture them.

When to Test Reaction

- Unit wishes to charge or when it is being charged
- Unit suffers 1 or more unsaved Hits per base from shooting (including when shot at during a charge)
- Unit loses a round of melee
- Unit wishes to rally from retreat, rout or pursuit
- Friends rout through the unit or friends **in sight** are destroyed or dispersed within 4BW of it
- Impulsive troops and Warband at the start of their next movement phase whenever enemy troops come within their charge range

Losing a base does not, in itself, require a Reaction test – only the loss of casualties from shooting or losing a melee triggers the test.
A unit which falls below 50% of its starting strength does not require a Reaction Test – it must simply retire in good order from the battle.
Note that a unit recovers automatically after one move retiring, unless it has fallen below half strength or suffers further adverse morale.

Reaction Test Procedure

- Total points in the Reaction test modifier table, -1 for each Hit suffered during this turn only and -1 for each current Disruption Point.
- + 3 points if within command range, *with no enemy troops interposing*, of A class commander or sub-commander, +2 points for B class commander or sub-commander, +1 point for C class commander or sub-commander.
- Roll 2d6 and add the score to the total. A roll of double 6 *always means the unit has passed*; a roll of double 1 *always represents a failure, regardless of other factors*.

In order to pass, the total score achieved must be equal to or more than the following: A class = 6; B class =8; C class = 10

Reaction Test Modifiers

Category	-2	-1	0	+1	+2
Size	XS	S	N	L	XL
Unit is	Routing	Retreating or pushed back	Static	Advancing or following up	Charging or pursuing
Cover	Closest enemy has hard cover	Closest enemy has soft cover	None	Soft	Hard or fortified/ entrenched
Order*	Mob	Skirmish	Open	Loose	Close
Security	Threatened	Isolated	Friends in sight	Friends close	Supported
Disrupt. in mêlée	2+ causes inferior	1 cause inferior	Same	1 cause superior	2+ causes superior
Class in mêlée	Far Inferior	Inferior	Same	Superior	Far Superior

* Routing troops ignore these modifiers for order because they are disordered!

Reaction Test Definitions

Supported	Visible friends in good order, facing the same direction, within 3BW.
Friends Close	Visible friends in good order, facing within 45˚ of same direction, within 6BW. Engaged friends can only count as "Friends close", never as "Support" unless actually engaged in the same melee, against the same opponents as the testing unit. Artillery may support, or be supported by, any friendly unit within 3BW and facing the same direction.
Friends In Sight	Visible friends in good order, facing within 90˚ of same direction, within 9BW.
Isolated	No friends within 9BW, or closer friends not meeting criteria above.
Threatened	Surprised by enemy unit, or enemy unit within their normal charge reach of testing unit's flank or rear.
Difference in Disruption and Class in mêlée	These are determined by comparing with the enemy in contact. When attacking an infantry square or pikes, cavalry Cohesion is always classed as 'Much worse' and the infantry as 'Far superior'.

NOTE: A unit counts only its *current* size when testing, not its size at the start of the game.

Reaction Test Results

Unit is: Fails by:	Chg	Adv	Halt	Reti	Retr	Rout
1	Halt	Halt	Retire	Retreat	Rout	Rout
2	Halt	Retire	Retreat	Rout	Rout	Disperse
3	Retire	Retreat	Rout	Rout	Disperse	Disperse
4*	Retreat	Retreat	Rout	Disperse	Disperse	Disperse
5+	Rout	Rout	Disperse	Disperse	Disperse	Disperse

- Artillery crews that fail a Reaction Test always disperse and are removed.
- A unit that passes its Reaction Test may continue as desired.
- A regular, Impetuous unit that passes its test by 5+ points MUST charge or pursue closest enemy unit at first opportunity.
- An irregular unit which passes its test by 3+ points MUST charge or pursue closest enemy unit at first opportunity.
- Units may test again in the following move but *Routing* units suffer one additional Hit each complete turn after the first Rout move at the start of the Reaction Test phase, before any calculations are made.
- Generals/sub-commanders may attempt to rally routers by attaching to the unit, but must then remain with unit for the rest of the battle.
- A Routing/Retreating unit that fail to rally when it reaches its Cohesion Limit or table edge, disintegrates completely. Retiring units that have not reached Cohesion Limit may rally at the table edge.
- Rallying from retreat or rout requires a full move doing *nothing* else. Retiring units are in good order and may act as desired once recovered.

Reaction Test Results Definitions

Halt	The unit must remain motionless during the movement phase of its own next turn, facing the enemy, neither advancing nor retreating but may change formation.
Retire	At the start of the movement phase of its own next turn, the unit makes one half standard move for the terrain it is occupying away from the nearest visible enemy, facing the enemy. They will avoid impeding friends and move through gaps if at all possible. The move distance is NOT subject to Leadership variation.
Retreat	The unit turns about 180º at the start of the movement phase of its own next turn, deducting ¼ move distance in the process, and makes one standard move for the terrain it is occupying +d2BW away from the nearest visible enemy. It will avoid impeding friends and move through gaps if at all possible. The move distance is NOT subject to Leadership variation.
Rout	The unit immediately turns about 180º with *no* deduction from its move for doing so, regardless of which player's turn it is, and moves directly away from the nearest enemy its standard move distance for the terrain it is occupying +d3BW. It will continue to move at this speed during each of its own movement phases until or unless rallied to a better morale state, or the unit disperses or leaves the table. Subsequent moves should be directly towards its own table edge. If routing troops cannot find a gap to pass through of at least 1BW to the flank of interposing friendly units, then they will shove their way through friends, disrupting any except skirmishers in the process. The move distance is NOT subject to Leadership variation.
Disperse	The unit has been completely shattered and is removed from play.

Elephants

Strength Points

Elephants have 8 Strength Points per base. They are unaffected by the '50% rule' and may continue fighting until all Strength Points have been eliminated unless prevented from doing so by an adverse Reaction test. Elephants ordinarily also have a crew who count as 1 additional Strength Point per figure up to a maximum of 4.

Movement

Elephants may move up to 4BW per turn. They are unaffected by difficult terrain.
- Add 2BW when charging.
- Deduct 1BW when crossing rivers or streams.
- Deduct 2BW when crossing rough terrain
- Deduct 2BW when moving through a BUA other than by road.
- Deduct 1BW to turn an elephant 90º-180º
- Elephants may be used to tow any weight of gun with no movement deductions other than for limbering up or unlimbering.

Close Combat
- Elephants do not have flanks or rear.
- Elephants roll 8 dice per base when charging, 6 in general melee, and only 4 if caught at the halt.
- The saving throw required against hits inflicted by elephants is 6.
- All troops contacted by elephants – except other elephants – count as Disrupted.
- Armed elephant crews fight separately from the beast according to the armament they carry (usually a long spear or pike, bow or firearm).
- Armed elephant crews count as uphill from their opponents.
- The elephants must be killed before the crews can be engaged in close combat by any except pikes.

Shooting
- Elephant crews with firearms count as being on higher ground for visibility purposes.
- Elephant crews may not be targeted separately by artillery, matchlocks or muskets.
- Elephant crews may be targeted separately by bows or rifles.
- Elephant crews ensconced in a howdah count as being in soft cover.
- If the elephant moves, then its crew count as moving if they attempt to shoot.

Stampeding
- If a base of elephants loses its crew, or a unit of elephants suffers a Reaction test result of Rout or Disperse, it will instead stampede. The unit breaks up and individual elephant models are moved separately.
- **Each player turn** (*i.e. during both the controlling player's turn and that of his opponent*) the player must spin a pointer (such as a pen or 'scatter die') on the playing surface and roll a D6. The crazed animal will stampede the number of base widths indicated in the direction shown, impacting any unit – friend or foe – in its way, but avoiding impassable obstacles. **This is repeated for each move of stampede**. Any unit so impacted must melee with the beast as if charged. It is permissible, of course, to attempt to destroy the elephant base by shooting, either in regular sequence or, if necessary, using the rules for Shooting at a Charge.
- Once in a crazed state, elephants cannot be rallied, and will only be eliminated by either reducing the unit's Strength Points to 0 or leaving the table.
- The *mahout* may attempt to kill his own elephant with a spike driven through the skull at any point during the controlling player's turn, by rolling a 5 or 6 on a d6, but he has only **one** chance to do this.

'Exotics from B-Day in Byzarbia

Flaming pigs. These are pigs coated with pitch or other flammable compouds which are ignited and then let loose in the direction of the enemy. They cause no casualties as such, but their squeals of agony and dreadful appearance may cause panic. When released, the beast initially runs 5 BW in intended direction, but on each subsequent move roll d6: 1 or 2 veers 45 degrees left; 3 or 4 carries straight on; 5 or 6 veers 45 degrees right. Any unit contacted must take a reaction test. If the unit contacted is deployed artillery or ammunition wagons, then roll a d6: a score of 1 or 2 means a catastrophic powder explosion. Test for casualties as for howitzer shell, but saves are only possible with a roll of 6. If the beast makes contact with a wooden or wicker BUA, the buildings will ignite on a roll of 5 or 6. A tented camp will ignite on a 4, 5 or 6. After two moves, movement is reduced by 1BW per move as the poor creature expires. The pig dies after six moves, or may be shot in the meantime. If hit, the creature will only survive if a saving roll of 6 is made.

Flamethrowers. Naptha throwers have a range of 2BW. The firer selects an enemy base as his target and rolls *up to* five d6 (he chooses – the more dice rolled, the greater the chance of a misfire) with no range modifiers but adds a 'free' d6 if the enemy is in a confined space, such as inside a building or enclosure. Any roll of 1 is a misfire, otherwise the target base is hit automatically. Saves are only possible on a throw of 6. Unless the firer misfires, the target unit must make an immediate reaction test with -2 modifier whether or not any casualties are caused. In the event of a misfire, roll a d6: 1-2 kaboom! The device explodes, killing the crew. Anything within 1BW is hit automatically. Saves are made as for howitzer shell hits. 3-4 malfunction! Out of action for two turns, operator must remain stationary to fix it. 5-6 phut! Ignition fails, may fire again next turn. Naptha throwers have fuel for a maximum of 12d6, after which they are considered empty. For example, if the player rolls four d6 on three turns, the fuel has been expended, regardless of the outcome.

Naphtha grenades. Naphtha grenades are thrown weapons with a range of 1BW. The thrower rolls 2d6 for hits in the open, 3d6 if target is in confined space. Any natural roll of 1 means a misfire: roll another d6. 1, 2, 3 = kaboom! Thrower killed plus any figure within 1/2BW must roll 4, 5 or 6 to survive. Otherwise enemy save any hits on 5 or 6. A unit taking hits, whether saved or not, must take an immediate reaction test.

Sandstorms. Roll 2d6 each move. Double 1 or double 6 means a storm hits. Roll another 2d6 and add scores = number of feet from northern edge that gets covered. Players affected leave room while each unit in the open is diced for. Use scatter dice and artillery dice to give direction and distance in inches (halved if moving uphill and for native units, who also only move up to 45 degrees either side of front). Units making contact become intermingled but no fighting until storm has passed and situation is revealed.

Mirages. Roll a 2d6 each move. On a total of 3 a 60cm square section of desert at least 4 feet from nearest enemy troops will manifest either: 1, 2 – an oasis or lake; 3, 4 – buildings; 5, 6 – figures. The mirage persists until any troops advance to within 30cm.

Quicksand. Areas designated as quicksand are impassable. Any unit stumbling into an area of quicksand (which may be marked on a map and revealed by an umpire, or randomly generated), must roll one d3 per base. This indicates the number of hits taken, each of which must then be saved on a 4, 5 or 6. Any unsaved hits represent poor souls drowned in the wicked sands!

Stop to pray. All Arab/Muslim troop types must spend an entire move praying on moves 6 and 12, 18 and 24 unless involved in close combat or routing, in which case they forget their vows.