



Table of Ranges and Distances

1BW

- A5.1 Distance for a friendly regular infantry or cavalry unit to protect a flank.
- C2.2 Short Musketry range.
- D4.0 Minimum width "line of fire" to have an artillery shot.
- H2.0 The "Volley Rule." Regular infantry may not come closer to the enemy unless it has already fired at that enemy in the musketry segment.
- G2.0 The extra movement cost for infantry to clear an obstacle.
- I2.4 Fall-back distance for infantry in an inconclusive combat.
- I4.0 An enemy unit within this distance of your flank and mostly behind your front line *flanks* your unit.
- J1.1 Minimum distance a unit must fall back, else it suffers another hit.

2BW

- C2.2 Long Musketry range
- G2.0 The extra movement cost for cavalry or artillery to clear an obstacle
- G5.3 No unit may flank or retrograde move this close to the enemy
- I5.0 Maximum possible advance after combat

3BW

- A3.2 Sub-commander's normal radius
- I2.4 Fall-back distance for cavalry in an inconclusive combat.
- J5.0 Minimum distance from the enemy for a unit to recover lost SPs.

6BW

- D6.0 Horse Artillery maximum range

8BW

- D6.0 Heavy Artillery maximum range
- F1.0 Up to this range, sub-commanders may receive 2 CDs from the army commander.
- I2.2 Army commander may contribute a CD to a combat or a recovery attempt (J5.0) or to re-roll a failed attack test (H2.1)

16BW

- F1.0 Up to this range, sub-commanders may receive 1 CD from the army commander. Beyond this range, the army commander must expend 2 CDs, in order for a sub-commander to receive 1 CD.

Summary of Special Rules By Unit-Type

Heavy Cavalry

- H1.0 May not attack enemy units in a town or rough terrain.
- H2.1 Normally does not require an Attack Test.
- H3.2 May attempt to evade when attacked by regular cavalry.
- I2.1 Gets another combat die when rolling against irregular units, or against light cavalry.

Light Cavalry

- H1.0 May not attack enemy units in a town or rough terrain.
- H2.1 Normally does not require an Attack Test.
- H3.2 May attempt to evade (with a +1 roll) when attacked by regular cavalry.
- I2.1 Gets another combat die when rolling against irregular units.
- K6.1 Counts toward pursuit after battle.
- M4.0 Counts toward the army's scouting score.

Irregular Cavalry

- A2.2 Is always in FE.
- H1.0 May not attack enemy units in a town.
- H2.1 Normally requires an Attack Test.
- H3.2 May evade if attacked by infantry; may attempt to evade (with a +2 roll) when attacked by regular cavalry.
- M4.0 Counts toward the army's scouting score.

Regular Infantry

- A4.2 May occupy a town base (and G6.0).
- G1.1 May not change formation if it fired this pulse.
- G9.3 May remain in command, even if out of radius, by being in base-contact with friendly regular infantry from that same Force, who are in command.
- H2.0 Normally must obey the Volley-Rule.
- H2.1 Normally requires an Attack Test.
- H3.1 May not attack regular cavalry.
- I2.1 Gets another combat die when rolling against irregular units unless rolling against Irr. Inf. in cover (I2.7)

Irregular Infantry

- A4.2 May occupy a town base (and G6.0).
- G1.1 May change formation, even if it fired in this pulse.
- H1.0 The only enemy units it may attack in the open are enemy irregular infantry, for which it requires an Attack Test. But it may attack any enemy unit in a town or rough terrain (H6.0)
- H3.4 May attempt to evade when attacked by regular infantry, with a +1 if in rough terrain.

Heavy Artillery

- E4.0 Gets a saving throw against Musketry if in FE.
- F5.0 If part of a Force, it may not move unless it starts in base-contact with its sub-commander. If not part of a Force, then it requires CDs to move.

Horse Artillery

- E4.0 Gets a saving throw against Musketry if in FE.
- F5.0 Must be part of a Force. May move even if not in base-contact with its sub-commander.
- G5.52 May "pivot" or change facing in FE.

The Sequence of Play (B2.0)

- I. Each Turn:
- A. Command Phase
 1. Both players roll for command dice (CDs)
 2. Roll to determine initiative for the first pulse
 - B. Pulses:
 1. Musketry in Initiative order
 2. Simultaneous artillery fire
 3. First Side Phasing:
 - a) Control Segment: Issue CDs and take control tests
 - b) Movement Segment: Move units or recover SPs
 - c) Combat Segment: Resolve combats
 4. Second Side Phasing: repeat segments a-b-c, as above.
 5. Remove suppression from artillery units
 6. Roll to determine initiative for next pulse, and return to B. Or, if the turn ends, go to II.
- II. Check against the Basic Length: Day ends, or another Turn?

COMMAND & CONTROL

Commanders May Use CDs To:

- * Issue commands to sub-commanders (F1.0)
- * Re-roll a die in combat (I2.2)
- * Re-roll an attack test (H2.1)
- * Influence a recovery attempt (J5.1)
- * Influence the Initiative roll (B4.1)
- * Move the Commander (G8.1)

Commands to Sub-Commanders (F1.0)

Distance of the sub-commander	# of CDs may be given
0-8 BW	Two
8-16 BW	One
>16 BW	Costs 2 to give one

COMMAND & CONTROL

SHOOTING

Musketry Fire (C2.2)

Range	Bracket	Dice per SPs
1BW	Short Range for Reg Inf	1:1
2BW	Long Range for Reg Inf	1:2
2BW	Range for all Irregular Inf	1:2

Rolls of 6 Score Hits.

Artillery Fire (D6.0)

Mandatory Fire (D5.0) up to 3BW

Gun Size	# of dice	Canister Range	Hit#	Roundshot Range	Hit#
Heavy	2	0-3 BW	5+	3-8 BW	6
Horse	2	0-2 BW	5+	2-6 BW	6
Howitzer	2	0-3 BW	4+	3-8 BW	6

Resolving Fire

Bonuses (E1.0):
 Firing at enemy flank or rear: **+1 each die**
 Firing at unit in MF: **+1 each die**
 Firing at Vulnerable unit: **+1 each die**

Bad Weather (E2.0):
 Re-roll all hits, needing 4+

Rough Terrain or Town (E3.0):
 Reg. Inf. in Rough or Town fires at 1:2

SAVING THROWS (E4.0):
SAVE ON 4+ IF

- * It is behind a wall, or otherwise in cover
- * It is an artillery unit in FF

The Control Test (F2.0)

Distance From Enemy			
Roll	≤8BW	>8BW	Roll
≤6	Inactive	Inactive	≤7
7-10	Active	Active	8≥
11+	Attack!		

Grab the Lapels: One sub-commander in base-contact with the commander is always "Active."

Exceptional subordinate - if given no CDs - may re-roll one Control Test die.

Units Out of Command (G9.1)

- * Vulnerable in Combat
- * May not fire (except Arty Final Fire: H3.52)
- * May not recover SPs

Recover SPs (J5.0)

Unit must be:

- * In Radius
- * More than 3BW from the enemy
- * Not on an "Attack" order

Roll 1 die if moving. Roll 2 if not.
 Roll < # of hits, to recover 1SP.
 Sub-commander may re-roll once

Officer Casualty (J4.0)

Officer Casualty:	Rolled a 12+
Use V to modify a combat.	Killed
Enemy moves through him.	Captured
Within 1BW of a friendly break	Killed

SHOOTING

Movement Allowance

(G1.0)

Type	FF	MF
Reg Inf	2	5
Irr Inf	4	5
Reg Cav	6	8
Irr Cav	10	n/a
Hvy Art	0	3
Horse Art	0	5
Officers	8	

How To:

Change Formation: Take one stand, turn it to face any direction, then form up the other stand behind or beside it. (Not in front of it.) Cost: Entire Move.

Use Road Movement: Start in MF, on the road, and move only on the road. Get extra 2BW allowance.

Ascend/Descend Elevation: Pay 1BW extra.

Wheel: measure the distance of the outside arc of the moving unit.

About-Face: A regular unit may turn 180 degrees, at no cost, prior to its move.

Change Facing (other than about-face): An irregular unit may pivot on its center, to face any new direction. All units may do it as part of formation change.

Retrograde or Flank Move: Inf and Cav pay double to do either, and may not move to contact. No inf or cav may flank move within 2BW of any enemy unit.

Oblique Move: All cavalry, Irregular infantry, and Prussian regular infantry may do it. Move normally, even into contact. No unit may retrograde obliquely.

Move a Heavy Battery or Howitzer: Must either be in base-contact with its sub-commander (if part of a Force); or given CDs from the army commander. May not change formation if it fired this pulse. May not move at all, unless it changes to MF.

Move a Horse Battery: Does not require any CDs to move.

Terrain and Movement (G2.0)

	Rough, Woods	Obstacle
Reg. Inf	move at 1/2	+1BW to cross
Irr. Inf	move normally	+1BW to cross
Reg Cav	prohibited	+1 BW to cross
Irr Cav	move at 1/2	+1 BW to cross
Artillery	prohibited	+2 BW to cross

Interpenetration (G7.0)

* Any officer or any unit in any formation may interpenetrate any other friendly unit or officer except regular infantry in FF.

* A regular infantry unit in FF may be interpenetrated only by artillery and officers.

MOVEMENT

Who May Attack Whom? (H1.0)

Attacker	vs	vs	vs	vs	vs	vs	vs
	Reg Inf	Irr Inf	Reg Cav	Irr Cav	Arty	Town	Rough
Reg Inf	Yes	Yes	No	Yes	Yes	Yes	Yes
Irr Inf	No	Yes	No	No	No	Yes	Yes
Reg Cav	Yes	Yes	Yes	Yes	Yes	No	No
Irr Cav	Yes	Yes	Yes	Yes	Yes	No	Yes

- * Artillery never attacks.
- * Units in MF never attack.
- * Reg Inf and Irr Cav may need an Attack Test (H2.1)

COMBAT

Defender's Reaction (H3.0)

- * Reg Inf doesn't react. Attacker squares up to it.
- * Irr. Inf may attempt to evade. If not, attacker squares up to it.
- * Irr Cav may evade Reg Inf. All Cav may *attempt* to evade Cav. (*Lt Cav gets +1 to evade / Irr Cav gets +2*)
- * Arty must attempt to escape, using table below:

Arty in FF	Attacker	
	Inf	Cav
Heavy	5	3
Horse	6	5
<i>if in MF</i>	+2	+2

Final Fire:(H3.52)

Arty in FF, attacked from Front:

Odd dice cause hits to attacker (1 hit max by Horse arty.)

Combat Resolution (I2.1)

Each side adds SPs + 1 die. Add another die if:

- * Reg unit vs. Irreg. unit (I2.11) OR
- * Heavy Cav vs. Lt Cav

Add modifiers (minimum result is 1):

+? Valor bonus -3 Rolling against unit in cover
 +2 Enemy Vulnerable -5 For each MF unit on that side
 -3 Rolling unit is flanked

Decisive Victory: (Double+) Loser eliminated. Winner loses 1SP if his total was odd; no loss if his total was even.

Inconclusive: Winner loses 1SP; Loser loses 2SP. (Defender "wins" a tie). Attacker must fall back 1BW (infantry) or 3BW (cavalry.)