

THE PLAY SEQUENCE (Rule 2)

1. Agree **time** and **points** for the game.
2. Choose your **troops etc** (Rule 3).
3. **Lay out a battlefield** and define any objectives (Rules 5 & 6).
4. If using **hidden troops** or you plan to have **reinforcements** arriving, **draw a sketch map** showing where they are or where and when you intend they arrive on the field (Rules 8, 9 & 10).
5. **Lay out your troops** (excluding hidden and off table troops - Rule 8).
6. **Start timing** at the start of the **first Move** (Rule 11).
7. Start your **last Move** at least 10mins before time limit.
8. End the game once both sides have completed their Turn
9. Decide **who has won** (Rule 104).

THE MOVE SEQUENCE (Rule 25)

1. Dice to determine the **order of play** (Rule 26).
2. Player 1 completes CO control, recuperation & movement (routs first)
3. Player 2 completes CO control, recuperation & movement (routs first)
4. Shooting (Both sides may shoot)
5. Waver Tests (Both sides may be required to test)
6. Complete charges, counter-charges and other attacks (Rules 63-75)
7. Melees (Both sides participate)
8. Conclude the Move (Both sides complete activities - Rules 100 & 101).

COMMAND CONTROL (Rules 27-37)

COMMAND CONTROL APPLICATIONS (E53)

1. Authorising special actions (Mover);
2. Rallying and establishing control (Mover);
3. Declaring charges and other attacks (Mover);
4. Authorising responses (Responding opponent);
5. Authorising & restraining normal actions (Mover);
6. Prompting other actions later in the turn (Mover).

COMMAND TEST PROCEDURE (Rule 29):

Throw one die per CO star, deduct per each die score if applicable:

CO wavering/routed/in melee/evading/pursuing/reckless/dispersed	-1
General is wounded (Rule 99)	-1
General is seriously wounded, captured or killed (Rule 99)	-2
Each unit lost by the division	-1
Isolated unit COs attempting to use their initiative (Rule 37)	-1

Sum the resulting scores for **CCPs**, add any transferred from the C-in-C.

Transferring CCPs from the C-in-C deduct:

Each 10cms separating the command bases (not per die) -1

Allocate CCPs per unit: Vd 1; Vt & Sd 2; St & Rd 3; Rt 4

Add 1 additional CCP per unit or detached subunit:

- When attempting to rally a routed unit;
- if simultaneously restraining and prompting a unit, *unless* reckless;
- if any of the unit's bases are in melee, pursuing or looting
- if prompt **OO** to charge etc enemy other than hostile **OO** or **Artillery**;
- for each 10cms from CO base to the nearest base in the unit/main body;
- when attempting to command troops whose division's CO base is lost.

ATTRITION (Rules 12-17)

ATTRITION POINTS (Rule 12)

A unit gains 1 AP in the following circumstances:

- **Each** valid hostile attack declared from behind its flank or rear;
- **Each** friendly disaster occurring or passing within 10cms;
- **Each** disorder point (**DP**) acquired;
- **Each** shooting hit point (**HP**) sustained;
- **Each** time it is shaken but does not recoil or retreat;
- **Each** time it charges over MDfs or pits or crosses chevaux de Frise;
- **Each** time reckless mounted troops charge over MDfs or pits (& above);
- **Each** time reckless mounted troops charge facing pikes, long spears etc
- **Each** melee result point in excess of 4 scored by winning opponents.

ATTRITION SUFFERED BY FUGITIVES ETC (Rule 13)

Throw one die.

Add: 1 for **each** elephant bursting through **NO troops, Els** or **Art**;
1 for **each** 2 **routing bases** or **evading bases** in the unit/subunit;
1 for **each** 2 **overriding bases** pulled up on skirmishers;

Deduct: 2 if troops are **routed** or being **overridden** or are **Raw evaders**;
3 if they are **Snd evaders, ridden through** or **burst through**; **OR**
4 if they are **Vtn evaders**; **AND**

1 in addition if the troops are skirmishing in **difficult terrain**.

Remove bases lost (1 base per 4APs, deduct 2APs after each is removed). Each pursuing base still **in contact** removes 1 base (deduct 1AP per loss).

Troops may **recuperate** Attrition (lose 1 or 2 **APs**) if they have steady morale and are not charging, being charged, evading, pursuing, reckless, looting, dispersed or in melee (Rule 15). Remove a base if a unit accumulates 6 **APs** (or 4 **APs** if unable to recuperate), deduct 2 **APs** for each base lost (Rule 16).

DISORDER & DISORDERING (Rule 18)

A unit or detached subunit gains 1 **DP (AP)** as follows:

- **Pike** in a wood/BUA/brush & any **NC troops** in a thick wood if moving or contacted, **OR**, routers, **NR** or **NC** troops, **NLMt** or **Els** slowed by terrain; **OR** any attacking over obstacles etc or in column of march;
- **Each** time troops **withdraw in disorder** **OR** **move** twice in a turn **OR** advance or charge **reckless** in successive moves (Rules 34, 44 & 61); **OR**, declare a charge having charged and failed to contact last Move;
- **Each** own Turn spent **pursuing** or **looting** baggage (Rules 81 & 85);
- Evading troops other than **OO troops** or deployed **Artillery** crews;
- **Each** time disordered by **interpenetration** or is **burst through** by **Els**;
- It **turns more than 45°** and attempts to counter-charge (Rule 65);
- **Charging etc NO troops** or **Els** fail to contact enemy troops;
- Moving **foot contacted** by a **mounted** charge or counter-charge;
- **Contacted by charges** etc. from behind flank or if changing formation;
- **Cv** and **Cm** contacting or contacted by hostile **Els** (1st round only)
- **Cavalry** in 2nd round of melee with hostile **Camelry**;
- After **each** 2nd or later round of melee fought with the same enemy;
- **Each** time troops **recoil** or **follow up** in melee **OR** **retreat** or **route**;
- **NC, NR, NL Mounted Troops** or **Els** **retire** (IRMV) in terrain that reduces normal movement rates (Rules 41 & 43);

MOVEMENT & MANOEUVRING (Rules 38-47)

MOVEMENT DISTANCES (Rule 39)

Troop Type	Nrml	Chrg	Rout	Psuit
OO & NL Foot other than FA or square	16	20	32	32
NR & NC Foot other than FA or square	12	16	32	24
All FAIn & other FA on foot	8	12	24	16
Foot in square or in a strong point	8	NA	Rules	NA
OO Mounted <i>unless</i> FA or UFACv	32	40	48	48
NL Mounted <i>unless</i> FA or UFACv	24	32	48	40
NC Mounted and all UFACv and Els	20	28	40	32
All FACv	16	24	36	32
Galloper guns in draught	24	NA	40	NA
Deployed Gallopers & other VLgs	12	NA	Crew32	NA
LGns, OGns/RBts in draught	12	NA	24/32	NA
LCts, LBms & WGns/HGns in draught	8	NA	20/16	NA
HCt & HBm in draught	4	NA	12	NA
Deployed LGns & OGns	4	NA	Crew32	NA
Deployed LCts, LBms, HGns & RBts	2	NA	Crew32	NA
Deployed HCts & HBms	1	NA	Crew32	

MANOEUVRING & CHANGING FORMATION (Rule 40)

Manoeuvre	Dis Troops	Any Trb
Expand/contract per base per flank	¼ turn	½ turn
Form square or hedgehog	½ turn	1 Turn
Turn, deploy or harness up etc:		
OO Skirmishers (any turn)	No penalty	No penalty
LCts, LBms & HGns	2 Moves	2 Moves
HCts & HBms	4 Moves	4 Moves
LGns & OGns	½ turn	1 Turn
VLgs	¼ turn	½ turn
Wagons: about turn/deploy etc	1 Turn/1 Move	1 Turn/1 Move
Rocket Batteries	½ turn	½ turn
Turn other troops	¼ turn	½ turn
Mount/dismount Mounted Troops	¼ turn	¼ turn
Deploy/take up Mobile Defences	½ turn	½ turn

PENALTIES FOR DIFFICULT TERRAIN ETC (Rule 41)

Terrain Feature	OO	NLFt	Art	BWg	Other
Broken ground or brush	-	-	½	½	½
Open woods or sand	¼*	¼	½	½	½*
Thick woods, forest etc	½	½	Imp	Imp	¾
Steep hills - Going up	½	½	½	½	½
Down or across	¼	¼	½	½	¼
Built-up areas	¼	¼	½	½	½
Fordable rivers	½	½	½	½	½
Marshy ground	½	½	¾	¾	½
Bogs, cliffs and crags	¾	Imp	Imp	Imp	Imp
Minor linear obstacles	¼	¼	½	½	¼
Ditches	½	½	1	1	½
Major obstacles (minimum)	1M	1M	Imp	Imp	1M**
War Wagons in laager	1	1	Imp	Imp	1°***

(* not Cm in sand, ** see E63, *** Els ½ turn)

DICING TO ENTER OR RETURN TO THE FIELD (Rule 47)

Throw two dice. Add +3 if led by 3*CO, +2 by 2* CO +1 by 1* CO, AND, +1 for **each two** previous failed attempts to enter the field or return.

- If a **flank march** -1 per 30cms to the baseline.
- If **returning** +1 if **Vtn**, -1 if **D class** and/or **Raw**.
- If **evaded off-table** and their pursuers have not yet returned -1.
- If **opposed**, -2 if x2 as many enemy bases, -3 if x3 times, -4 if x4 or more times as many enemy bases, otherwise -1.

Score 10 or more enter the field at the intended point or return, **OR**, **score 9** for **flank march** to arrive 30cms nearer to baseline if unopposed.

SHOOTING (Rules 48-57)

RANGES & DEFENCE VALUES (Rule 55)

Shooting Weapon	Short	Maximum	LA & Art	AR	HA	FA & Other ELs
Bow	12	20	2	4	5	6 NA
Longbow	12	24	2	3	4	5 NA
Crossbow/Arbalest	12/12	24/32	4	4	4	5 NA
Mixed weapons	12	20	4	5	6	7 NA
Sling	NA	12	1	2	3	4 NA
Staff-sling	NA	24	4	4	4	5 NA
Darts	NA	4	1	2	3	4 NA
Handgun/Pistol	NA	8	2	2	3	3 NA
Arquebus/Matchlock/						
Firelock	8/12/12	16/32/24	3	3	4	4 NA
Rifle/Jezail/Lt Swivel Gun	12	40	3	3	4	4 NA
Special Mixed Wpns	12	32	4	4	5	5 NA
LCt/LBm/LGn/VLG	NA/12/12/8	48/60/80/60	5	5	5	5
OGns	NA	16	2	2	2	2
HCt/HBm/	NA/12/	60/80/				
HGn/RBt	12/NA	120/60	10	10	10	10

SHOOTING PROCEDURE (Rule 56)

- Check the target's **range** and **defence value**.
- Throw 2** dice for Rockets & Heavy Artillery, 1 die for other weapons.
- Deduct number of front rank target bases** from shooting bases.
- Add/deduct 1 for each 2 extra shooting/target bases.**
- Except for Art, deduct 1** for each extra **NO** target rank/file (max 4) (2 ranks/files count as 1 rank/file if shooting from behind flank/rear)
- Add** any of the following modifiers that apply:
 - Each **NO etc rank** in **Artillery** line of fire in the open (max as per flank) +1
 - Artillery** shooting at **NO flank in open**: Gns +4; Bms +3; others +2
 - Short range**: Arbalest, Matchlock, Rifle, Jezail, LSw, MVWpn, LSwg, Other weapons with short range (see above) +1
 - Arquebus or Muskets firing by salvo at short range +1
- Deduct** any of the following modifiers that apply:
 - Shooters charge (except salvo), evade, dispersed/disordered or shaken -1
 - Target charging or pursuing (except short range salvo) or screened -1
 - Target is in **OO** in the open *unless* it is charging -1
 - Target in **cover** *unless* shooters are **Artillery & target** not in **OO** -2
- Deduct** Defence Value, remainder is number of hits (**HPs/APs**) inflicted.

MORALE - WAVER TESTS (Rules 58-62)

THE SEQUENCE & CAUSES OF TESTS (max 1 per Turn, Rule 58)

- A rout starts/passes within 10cms or other **disaster** occurs within 10cms;
- The unit **suffers losses while conducting a fake retreat** (Rule 83);
- The unit tries to **press home an attack** *unless* reckless (Rule 66);
- The unit tries to **counter-charge home** *unless* reckless (Rule 66);
- The unit **stands to receive an attack** *unless* reckless (Rule 66);
- A friendly **Religious Party** is attacked within sight (E15).
- The unit suffers **attrition (APs)** from shooting in this Move (Rule 56);
- Conduct resulting **retreats** (IRMDs) & **follow-ups** (IFUMs) (Rule 61).

WAVER TEST PROCEDURE (Rule 59)

- Throw** two dice and sum the scores
- Add** for morale: **A** +5; **B** +4; **C** +3; **D** +2; **E** +1.
- Deduct** the following modifiers if applicable:
 - Any **friendly disaster/s** currently within 10cms -1
 - Each **base lost** by testing unit (i.e. each casualty base in the unit) -2
 - Each **AP** currently accumulated -1
 - Charged by **Elephants** *unless* also **Elephants** -2
 - Hostile EI** within 10cms not routing or charging the testers -1
 - Enemy **NO etc behind flank** causing losses or at attack distance -2
 - Friendly **Religious Party** destroyed, captured or routed in sight -1
- Add** the following modifiers if applicable:
 - Each testers' **flank** which is secure (E41.38 & E89) +1
 - Rear support** within 4cms (E41.38) OR in **square/hedgehog/tercio** +2
 - Any **hostile routed bases** within 10cms during the Move +2
 - Inf/Art **taking cover** OR any troops in 20cms of a **camp/baggage** +2
 - Advancing NO** troops or **elephants** (inc. if charging/counter-charging) +1
 - Try to **charge home** *unless* missile armed (E89) or charging pikes etc +1
 - Charging **flank/rear** or **OO** or **artillery** in the open +2
 - Reckless troops** +2
 - Friendly **Religious Party** not under threat is in sight +1
 - Led by C-in-C/Divisional CO** (optional) +2/+1
- Refer to **Waver Test Outcomes** table below for result (Rule 60)

Score	Response
12 or more	Tribal rolling 2x5/6 or Disciplined 2x6 become reckless ; <i>otherwise</i> become or remain steady .
10 - 11	Morale remains reckless or remains or becomes steady .
8 - 9	Steady troops shaken , shaken or dispersed troops waver ;
7 - 4	If shaken, being charged, dispersed or within 10cms of a disaster, waver ; <i>otherwise</i> become shaken .
3 or less	All troops waver and retreat (IRMD).

ADDITIONAL MORALE RESPONSES (Rule 62)

- Fleeing **superior troops interpenetrate** - unit **wavers** or **routs too**.
- RPs** & **shaken** or **dispersed troops etc.** interpenetrated by wavering or routing friends **waver** or **rout too**, **retreating in front of them**.
- OO troops** interpenetrated by **followed wavering friends** evade.
- A unit failing to use initiative in a Command Test **withdraws** in disorder.
- Evading troops trapped by impassable terrain or troops **rout** if contacted, bases in direct contact are destroyed (Rules 70 & 89).

MELEES (Rules 76-84)

MELEE PROCEDURE (Rule 76)

- Adjust opposing bases so their edges coincide (E101).
- Decide which bases are engaged, inc. overlaps in 2nd etc rounds.
- Each side throws **one die for each engaged unit/detached subunit**.
- Establish relative weapon ratings etc, as follows:
 - Round 1**: thrusters, throwers & Els 3; cutters 2; others 1
 - Later Rounds**: cutters & Els 3; thrusters 2; others 1.
- Add difference in rating to the score of the side with the higher value;
- Compare armour classes ratings as follows:
 - LA & Art 1; AR 2; HA 3; FA & Els 4.**
- Add difference in armour class rating to score of side with the higher
- Add applicable modifiers to each side's score, as follows:
 - General leading** in combat (not if wounded or dispersed (Rule 99) +1
 - Troops with **charge advantage** (1st round only) - see below +2
 - Troops with **contact advantage** (1st round only - see below) +1
 - Unit is **reckless** in the 1st round of a melee +2
 - Using an **ancillary weapon** (grenades, darts or pistols - Rule 78) +1
 - Using a **superior weapon** in the same weapon class (see below) +1
 - Superior troops** than opponents (Rule 23 & E41.37) +1
 - NO etc** troops fighting opposing **OO troops** or **artillery** (except Sp crews) +2
 - LA troops** with **bucklers** fighting **LA opponents** without them +1
 - Each eligible **supporting rank** (see below & Rule 79) +1
 - Each two extra ranks of **NC foot** fighting **NO foot** in a 2nd etc round +1
 - Each **AP** accumulated by opponents (each casualty base = 2APs) +1
 - Each **flank** with a base **overlap** (2nd or later rounds only - Rule 79) +1
 - Uphill, charged downhill or defending a minor obstacle etc (Rule 80) +1
 - Defending a major obstacle, field defence or strong point (Rule 80) +2
 - Sp status **Elephants** fighting any other troops (Rule 3 and E7) +1
 - NC foot** fighting **NL/NR foot** in a 2nd or later round, AND/OR, +1
 - Disciplined troops** fighting **Tribal troops** in a 2nd or later round +1
 - Dis NC Cav** fighting **Dis NL Mounted** troops in 2nd or later round +1
- Deduct **lower from higher score, 0 = stand, otherwise** as per table:

Score	Lower Scorer	Higher Scorer
1	Mounted troops fighting foot recoil (IRMR), others stand	Mounted troops fighting foot recoil (IRMR), others stand
2-3	If already shaken, disordered or dispersed retreat, waver or surrender ; otherwise become shaken and Mt troops recoil (IRMR) from any foot.	Advancing troops follow up (IFUM); Any take prisoners . Mtd troops fighting foot or Art follow up a retreat & otherwise recoil . All other troops stand .
4 or more	Retreat, waver or surrender . Each point more than 4 in the score is 1 extra AP gained	Advancing troops follow up . Any take prisoners . All other troops stand .

EXPLANATION OF MELEE MODIFIERS (Rule 79)

Charge advantage - charging troops have charge advantage as follows:

- Foot** charging foot that do not charge or counter-charge them;
- Foot** with thrusters or throwers charging **Mt** troops not charging them;
- Cv** (ex. **NC^{W/C}**), **Cm** & **Els** charging **Mt** etc that do not charge them;
- Mtd** (ex. **NC^{W/C}**) charging foot **not** in square & **not** facing if pike etc;

Contact advantage - troops have contact advantage as follows:

- If following up in melee or into contact or advancing to contact in the open, *unless* mounted troops contacting stationary pike or square etc;
- Facing pikes, long spears or halberds or square with fixed bayonets receiving a mounted charge;
- NL Cv/Cm**, **NC^{Cv}** or **Els** charging **NC Mt** (ex. **NC^{Cv}**) charging them;
- Lance v lance** or **lance** charging **other armed Mtd** charging them.
- NC^{Cv}** charging **NC^{Cv}** charging or counter-charging them.
- NC^{Cv}** or **Mtd** charging any **Mtd** troops not charging them, OR charging **foot** **not** in square & **not** facing them if **pike etc**.

Superior weapons - weapons in the same class in descending order are:

- Thrusters** - 1. pike/long spear, 2. Lance or lance, 3. others;
- Cutters** - 1. halberd/polearm/double armed, 2. sword etc;
- Others** - 1. mixed weapons, 2. other other weapons.

Supporting ranks - front rank may count supporting ranks as follows:

- Disc** pike fighting opponents with 2 such ranks **count 3**, *otherwise* up to **2 support ranks**; **Disordered pike** may only count **1 supporting rank**;
- Other **NO Ft** count 2nd/3rd **NO** rank (in unit or **OO** rank if it has not shot);
- NC Cv** count 2nd rank in unit if similar or bow/sword armed or if in melee with **Foot** and **not** **NC^{Cv}**/counting **charge advantage**/having **shot**;
- Sword, spear, dart or lance armed **NL Cv** count 2nd similar, swd or bow armed rank in the same unit in a 2nd or later round of a melee;
- NO Cv** count one **OO Foot** or **NL Shot** rank in a 2nd or later round of a melee *providing* they do not shoot during that Move and are steady.

WOUNDING, CAPTURE & DEATH OF GENERALS (Rule 99)

Throw one die, add 1 per **AP** incurred this turn. **Outcomes**:

10 or more	General killed, if already dead command base destroyed ;
9	If in melee General captured, otherwise badly wounded;
8	General wounded;
7	Command base dispersed for rest of this Move and all next Move;
6 or less	No significant loss, base remains in action intact.