

## SEQUENCE OF PLAY

The game is composed of turns each of which has a defined sequence of events. Once a turn is completed then another turn is begun. The player who's Phase it is, is referred to as the Phasing Player & his units are the phasing units. The other player is the nonphasing player.

### I. Initiative Phase

Each player rolls 1D10 to determine who has the initiative.

### II. Random Event Phase

Each player checks for any random events.

### III. First Player's Phase

#### A. Order Segment

Mark any combat that units that are out of command. Roll to activate any pending orders. Each Army & Corps commanders may issue one new order which will arrive in the player's next Order Segment.

#### B. Action Segment

##### 1. Rally Subsegment

Leaders may move & attach or detach. The player may issue Rally orders to routed combat units & they may attempt to rally. Any routed unit that does not rally must make a rout move.

##### 2. Movement Subsegment

Units that are in command or that receive an order may move, charge, & change facing or formation. Units that are out of command & that do not receive an order may only change facing, rally from a shaken status, or remove disorder. Leaders not yet moved may move & attach or detach. Charging units will declare their charge & the defenders their reaction. All charging & counter charging units are moved.

##### 3. Stationary Fire Subsegment

All combat units belonging to the nonphasing player & those units, which belong to the phasing player that did not move may now, fire. All fire during this subsegment is considered to occur simultaneously.

##### 4. Charge Test Subsegment

Charging units must roll on the Charge Test Table. If they are successful then move them adjacent to their target. If they are not then they remain halted.

##### 5. Moving Fire Subsegment

Combat units, which belong to the phasing player, those have not yet fired may now do so. Generally these will be units that just moved. Charging units that failed to close & melee may also fire.

##### 6. Melee Subsegment

Resolve all melees resulting from any charges.

##### 7. Breakthrough Subsegment

Conduct any breakthrough moves & melees by units that just won a melee.

### IV. Second Player's Phase

As for the first player.

### V. End of Turn Phase

Check for victory.

INITIATIVE DIE ROLL MODIFIERS					
Leader Rating		Staff Rating		Situation	
Excellent	+2	Superb	+2	Surprise	+2
Good	+1	Professional	+1	Momentum	+1
Average	+0	Competent	+0		
Fair	-1	Inefficient	-1		
Poor	-2	Incompetent	-2		

COMMANDERS: RATINGS				
Excellent	Good	Average	Fair	Poor
+2	+1	0	-1	-2

COMMAND RANGE		
Cavalry Brigade	Inf / Cav Division	Corps/Army
5 inches	10 inches	15 inches

ORDER ACTIVATION TABLE					
Leader Rating		Staff Rating		Modifiers	
Excellent	+2	Superb	6	Leader Attached	-1
Good	+1	Professional	8		
Average	+0	Competent	10		
Fair	-1	Inefficient	12		
Poor	-2	Incompetent	14		

COMMAND POINTS			
Army/Corp Leader Rating		Div/Cavalry Leader Rating	
Excellent	4	Good	3
Good	3	Average	2
Average	2	Poor	1
Fair	1		
Poor	0		

MOVEMENT TABLE					
Troop Type	Line	Company Column	Attack Column	Skirmish	Square
Infantry	4	8	6	12	2
Light Cavalry	9	18	14	18	-
Other Cavalry	8	16	12	18	-
Artillery Type	Limbered	Prolong	Infantry will receive a charge bonus of 1D6" & cavalry 2D6". Some units, generally militia, will be classified as untrained. Untrained infantry units that move over 2 inches when in a line formation will become disordered. Any square that moves becomes disordered.		
Foot Artillery	8	2			
12 pdr or more	4	1			
Horse Artillery	16	2			

TERRAIN TYPE MOVEMENT EFFECT	
Poor Ground	Formed units move at ½ speed
Light Woods	Formed units move at ½ speed
Medium Woods	Formed units move at ½ speed, Cavalry may not enter
Heavy Woods	Formed units may not enter
Up a Contour	Costs infantry 1", cavalry & artillery 2"
Streams & Ditches	Cost infantry 1", cavalry & artillery 2", May disorder any unit that crosses it if sufficiently wide or deep (Increase penalty as needed for larger obstacles)
Rivers	May not be entered
Bridges	Must be crossed in company column or skirmish
Stone Walls & Redoubts	Cost infantry 3", cavalry 6", artillery may not cross
Wooden Fences	Costs all formed units 1"
Hedges	Costs all formed units 1"
Formed units are all artillery, infantry, & cavalry units that are not routed & are not in skirmish formation. Any unit that changes formation while in poor ground or in any form of woods becomes disordered. Cavalry may never charge into any sort of woods or into a town block.	

<b>FIRE COMBAT – MUSKETRY (Front Rank Only)</b>	
British Infantry - 3	British Infantry with enfilade – 4
Other Infantry - 2	Other Infantry with enfilade - 3
Infantry Skirmishers - 2	Cavalry Skirmishers - 1
Musket Range – 4 inches (45°)	Rifle Range – 8 inches (45°)

<b>FIRE COMBAT TABLE : MUSKETRY</b>					
Fire Points	Number of Hits				
	0	1	2	3	4
1 - 5	1 – 8	9 – 10	> 10		
6 – 10	1 – 5	6 – 9	10	> 10	
11 – 15	1 - 4	5 – 8	9 – 10	> 10	
16 – 20	1 - 4	5 – 6	7 - 9	10	> 10
21 – 25	1 - 3	4 – 5	6 – 9	10	> 10
26 – 30	1 - 2	3 – 5	6 – 7	8 – 9	10
31 – 35	1	2 – 4	5 – 6	7 - 9	10
36 – 40	< 1	1 – 3	4 – 6	7 - 8	9 - 10
41 – 45	< 0	1 – 2	3 – 5	6 – 7	8 - 10
46 - 50	< 0	0	1 - 4	5 – 7	8 - 10
<b>DIE ROLL MODIFIERS</b>					
Target is:			Firer is:		
In Cover			OG / Sup / Exc		+1
Light	-1 / 0		Fair/Poor		-1
Medium	-2 / -1		Skirmishers		-2
Heavy	-3 / -2		Rus/Turk		-1
Unlimb Art	-2		Shaken		-1
Column/Square	+1 / +2		Moving		-1
Organic Skirmishers	-1		Disordered		-1
Skirmishers	-3		Point Blank		+2
Fr/Br Skirmishers	-4		Artillery Screened		-1
Town	-1		Artillery I DOB		+2
Firefight	+2		Artillery 2 <sup>nd</sup> Round		+1

<b>FIRE COMBAT: ARTILLERY</b>			
Gun (30°)	Range (points per gun)		
Size	Canister (8")	Effective (20")	Long (35")
> 12 pdr	5	3	2
12 pdr	5	2	1
8 – 9 pdr	4	2	1
6 pdr	4	1	0
< 6 pdr	3	1	0
Bounce Through – center to center, 1 inch wide, 5 inches from back rear stand – ½ casualties			

<b>CHARGE TEST TABLE</b>							
Troop	Die Roll	Die Roll Modifiers					
OG	2	Cavalry	+4	Shaken	-2	Org Skirm	+1
Superior	3	vs flank	+5	vs cover	-1	Skirm Screen	+1
Excellent	4	vs routed	+5	vs artillery	-1	National bonus	+1
Good	5	Inf vs Square	+2	Leader	+2 / +1 / 0		
Fair	6	Cav vs Square	-3	Impetuous	+1		
Poor	7	Each new hit	-1	Inf column	+1		

REACTION TEST TABLE					
Troop	Die Roll	Die Roll Modifiers			
OG	2	Attempting PBF	+1	*Charged > 12"	+3
Superior	3	Shaken	-2	*Charged < 6"	-2
Excellent	4	National bonus	+1	*French Inf	+1
Good	5	Leader	+2 / +1 / 0	*Inf Column	+2
Fair	6	*Reaction to Inf	+2	*Reaction to Cav	+5
Poor	7	* apply only to units that are attempting to change facing or formation in response to a charge.			

MELEE: COMBAT RESOLUTION					
Troop	Value	Melee Modifiers			
OG	20	Artillery	-4	Uphill	+1
Superior	17	Shaken	-2	Sappers vs Cover	+2
Excellent	15	Cuirassier	+2	vs Flank	+12
Good	13	Leader	+2 / +1 / 0	vs Routed	+12
Fair	10	Cover Light	+2	Mass 1.5 - 1	+2
Poor	8	Medium	+4	2.0 - 1	+3
		Heavy	+6	3.0 - 1	+5
		BreakThrough	no charge	4.0 - 1	+6
Inf vs Inf		Cav vs Cav		Cav vs Inf	
Charging	+2	Charging	+5	Charging	+5
Square	+6	Heavier	+2	Lancers	+3
Disorder	-2	Overlap	+ #	vs square	-9
		Disorder	-2	vs disorder square	-5
				vs anchored line	-2
				Disorder	-4

MELEE: COMBAT RESULTS		
Die Roll Difference	Combat Result	
	Loser	Winner
> 5	3 casualties & routs.	takes ground, is disordered, & may breakthrough. Squares never breakthrough.
3 - 5	2 casualties, is shaken, & is disordered. Infantry falls back 4", cavalry falls back 12".	takes ground & is disordered
0 - 2	Both sides become disordered & suffer 1 casualty. Roll again without any Charging or Uphill modifiers.	

MORALE TABLE					
Troop	Die Roll	Die Roll Modifiers			
OG	-1	Casualties 20%	-2	Cover Light	+1
Superior	0	33%	-4	Medium	+2
Excellent	1	50%	-6	Heavy	+2
Good	2	Leader	+2 / +1 / 0	Flanked	-4
Fair	3	Shaken	-1	Canister	-1
Poor	4	Routed	-4		