

Turn Sequence

- 1) **Command Phase (white)**
 - a) Command points acquisition
 - b) Write commands for aids/regimental commanders, write messages
 - c) Leader movement/order marking
 - d) Reveal orders (not missions)
- 2) **Initiative Phase (white)**
 - a) Mark units for automatic order activation
 - b) Conduct initiative checks
 - c) Conduct division effectiveness test
- 3) **Rally and Morale Checks Phase (yellow)**
 - a) Attempt to rally routing units
 - b) Attempt to rally broken or wavering units
- 4) **Movement Phase (yellow)**
 - a) Check for off-board arrivals
 - b) Simultaneous movement/formation changing
 - i) Deployment card movement
 - ii) Figure movement
- 5) **Artillery Fire Phase (red)**
 - a) Announce targets and conduct fire
 - b) Mark smoke
 - c) Conduct morale checks as necessary
- 6) **Small Arms Fire Phase (red)**
 - a) Announce targets and conduct fire
 - b) Mark smoke
 - c) Conduct morale checks as necessary
- 7) **Close Combat Phase (blue)**
 - a) Resolve all combat involving cavalry first
 - b) Resolve all combat not involving cavalry
 - c) Mark smoke, if necessary
 - d) Conduct morale checks as necessary
- 8) **Leader Casualties & Disorder Recovery Phase (blue)**
 - a) Determine leader casualties
 - i) Conduct morale checks as necessary
 - b) Determine disorder removal results
 - c) End turn tasks

Command Phase

3.1.1 Command Points Acquisition Table (2D10)

7 or less	8-12	13-17	18 or higher
2	3	4	5

3.1.2 Command Point Acquisition Modifiers

For every 4 or more smoke balls within 200 paces of the commanders figure	-4
Superior commander	+4
Poor commander	-4
Lightly wounded	-4
Seriously wounded	-7
New order received from superior commander last turn	+3

Initiative Phase

4.3.1 Initiative Check (2D10)

7 or less	8-14	15 or higher
Confusion	Failed	Succeeded

Confusion — leave order chits in place or fail to perform desired action and receive 2 disorder markers.

Failed — leave order chits in place or fail to perform desired action.

Succeeded — remove order chit or perform desired action.

4.3.2 Initiative Modifiers (cumulative)

Unit Type	Circumstance	Modifier
Cavalry	Threatening an enemy in flank or rear within 320 paces and wishing not to charge	-5
	Threatening an infantry unit not in square	-3
	Threatened unit is in cover (light/medium/heavy)	+3/+5/+7
Artillery	Supported by infantry or cavalry within 60 paces	+3
	Threatened on flank or rear	-5
All	Morale Rating	+1-16
	Each disorder marker	-1
	Rabble	-9
	Raw Recruits	-7
	Militia	-3
	Disciplined	+3
	Hardened	+5
	Each 25% of original strength lost	-4
	Contradicting order issued this turn.	+5

4.4.1 Division Effectiveness Test Modifiers

30% or more units lost or routed	-2
50% or more units lost or routed	-4
75% or more units lost or routed	-7
Friendly works taken by enemy	-4 (per)
Other friendly structures taken by enemy	-1 (per)
Enemy works taken	+4 (per)
Other enemy structures taken	+1 (per)
Each regimental/brigade commander killed or seriously wounded	-2
Each enemy unit routed or lost	+1
Leader within 40 paces	+1/+2/+3

4.4.2 Division Effectiveness Test Results

Confusion: The affected unit retires to P1 range and takes 2 disorder markers.

Failed: The unit retires to P1.

Succeeded: The unit continues unaffected.

4.1 Automatic Orders

- **Cavalry Advance:** Cavalry threatening an enemy unit will advance against that unit (use fire priorities to determine which unit in the case of multiple targets). Exception: Militia, Raw Recruits and Rabble cavalry will never charge unless ordered.
- **Protect:** A unit with a “protect” mission and with an enemy threatening the protected unit within line of sight will advance against that threatening unit.
- **Artillery Withdraw:** Threatened artillery will limber and move away from the nearest enemy. (Takes ¼ turn to limber but incurs 2 disorder.)
- **Form Square:** An infantry unit threatened by cavalry will form square unless in a firefight (at P3 range and received this result on the close combat table last turn). A threatened infantry unit in open or extended order will form skirmisher squares—klumpen or rally by divisions.
- **Reform:** A unit with 6 or more disorder markers will reform.
- **Form Line:** An infantry unit at P2 range will attempt to form line unless ordered to fall back or unless threatened by cavalry.
- **Return Fire:** An infantry unit that took casualties from small arms fire in the previous turn will halt and return fire. It will not advance but may form line.
- **Irregulars Advance:** Irregulars threatening an enemy unit will automatically activate an order to advance to P3 at the fastest possible speed unless the irregular unit passes an initiative check.
- **Fall Back:** A unit that meets any of the following criteria will fall back during the movement phase:
 - Threatened on the flank or rear and no supporting friendly units
 - More than 75% casualties
 - More than 10 disorder

Automatic order activation **may be** ignored for a unit to which a player figure is attached (that is touching the unit in question).

Rally and Morale Checks Phase

5.1 When to Check Morale	
Why to check	When to check
Each 25% of original unit strength lost	End of the phase the casualty was received
Leader wounded/killed within 100 paces	End of Leader Casualties & Turn End Task Phase
Adjacent unit retreating	Rally Phase
Attempt to Rally a broken or routed unit	Rally Phase

5.2.1 Morale Check Table (2D10)							
Natural 2	Less than 12	12-14	15-18	19-22	23-26	27-30	Natural 20
Broken, Routed or Dispersed ¹	Dispersed	Routed	Broken	Wavering	Determined	Resolute	Determined or Resolute ²

¹Broken or routed if the modified result is 12-14 or dispersed if the modified result is less than 12.

²Determined or resolute if the modified result is more than 26.

5.2.2 Morale Check Modifiers	
In heavy woods	+4
In medium works, stone buildings	+3
In light works, buildings	+2
In light cover	+2 (+4 for irregulars)
In heavy cover	+3 (+6 for irregulars)
Flank support within 120 paces	+2 per flank
Rear support within 200 paces	+2
Player figure within 60 paces	+6
Other leader within 60 paces	+3
Enemy retreating within 200 paces	+2 per enemy, maximum of 2
Wavering	-3
Broken	-4
Routed in P1 or P0 range	-5
Threatened	-1(front)/-3(flank)/-5(rear)
No enemy in range and LOS	+4
Each disorder marker	-1
Irregulars checking due to small arms fire	-3
Irregulars checking due to artillery fire	-6
Unanswered fire	-2 (-4 for irregulars)
Fired on flank	-3 (-6 for irregulars)
Fired on rear	-4 (-8 for irregulars)
Adjacent unit retreating within 120 paces	-2 (maximum of 2 units retreating)
Unit converged because of casualties	-3
Surprised	-3 (-6 for irregulars)
25% to 50% casualties	-2 (-4 for irregulars)
51% to 75% casualties	-4 (-8 for irregulars)
76% or more casualties	-6 (-12 for irregulars)

5.2.3 Morale Status	
Resolute	Unit behaves normally, enjoys bonuses
Determined	Unit behaves normally
Wavering	Unit cannot advance toward enemy, suffers penalties
Broken	Unit moves away from the enemy at the quick/trot toward cover each movement phase, suffers penalties. Movement away from the enemy halts once the unit reaches cover unless charged or fired upon.
Routed	Unit moves away from the enemy at the double/canter each movement phase. Movement can only be halted by rallying.
Dispersed	Unit is completely disintegrated — pick ‘em up.

Movement Phase

6.1 Movement Rates (Regular and Irregular units)

Unit Type	March	Quick	Double
Infantry/ Foot Artillery ¹	120 paces	180 paces	240 paces ²
Cavalry/Horse Artillery	160 paces	240 paces	400 paces ²
Unlimbered Artillery ³	40 paces (prolong)	—	—

¹ Austrian “horse batteries” (really fast foot batteries) move as foot artillery with a 40 yard bonus.

² Artillery must roll 2D10 a result of 2—6 indicates the piece is destroyed. On slopes or in cover/woods 2—10 destroys the piece.

³ All weight guns. Must pay all movement penalties.

6.2 Movement Penalties

Terrain Type	Frontage Effect	Movement Penalty
Gentle slope/plowed field	Down 1 Class	-20 paces
Moderate slope/mud/marsh	Down 2 classes	-40 paces
Steep slope	1 disorder marker	-60 paces
Linear obstacle	1 disorder marker*	-20 paces
Light woods	Down 1 class	
Heavy woods	Down 2 classes	-20 paces
Bridges/defiles	One stand only /1 disorder marker*	
Sparse buildings	1 stand or open order or 1 disorder marker**	
Dense buildings	1 stand or open order/automatic 1 disorder marker	
Entering/exiting buildings	1 disorder marker***	
Artillery >= 12pdr		-1/3

* Assessed only when the last stand clears the defile, unless forced to take a morale test.

** Applies only to units moving through building areas.

*** Represents movement of a unit into/out of structures. Disorder recovered automatically next turn.

6.3 Frontages

Discipline Rating	Maximum Frontage in Men (2 or 3 ranks)
Hardened	960
Disciplined	600
Trained	360
Militia	240
Raw Recruits	160
Rabble	80

6.4 Frontage Movement Penalties

Exceeds frontage	-40 paces
Exceeds frontage by 1.5 times or more	-80 paces
Exceeds frontage by 2 times or more	-120 paces

6.5 Movement Rate/Formation Discipline Rating Effects

Movement Rate/Formation	Discipline Rating Effect
March	No effect
Quick	Down one Class (40 man frontage for Rabble)
Double	Down two Classes (20 man frontage for Rabble)
Open Order	Up one Class
Extended Order	Up two Classes

Artillery Fire Phase

7.2.1 Basic Artillery Hit Percentage

Range	P0	P1	P2	P3
%	10%	20%	50%	100%

7.2.2 Artillery Fire Modifiers

Light gun (less than 6 pdr)	-8%
Heavy gun (more than 10 pdr)	+8%
Wet ground	-7%
Rolling terrain	-10% (no fire beyond P1)
Mountainous terrain	-25% (no fire beyond P1)
Firing up gentle slope	-8% (ignore for howitzers & mortars)
Firing down gentle slope	+10%
Firing up or down moderate slope	-20% (ignore for howitzers & mortars)
Firing up or down steep slope	prohibited
Invisible/obstructed target	prohibited
Target in open order	-5%
Target in extended order	-10%
Target in light cover	-4%
Target in heavy cover	-10% (prohibited beyond P1 range)
Target in light works, buildings	-10% (ignore for howitzers & mortars)
Target in medium works, stone buildings	-15% (ignore for howitzers & mortars)
Target in heavy works	-25% (ignore for howitzers & mortars)
Firing unit disorder	-5% per marker
Firing unit militia	-5%
Firing unit raw recruits	-10%
Firing unit rabble	-20%
Inclement weather (rain/snow or fog)	Halve percentages (round down)
Firing unit under fire	-5%
Firing unit Disciplined	+5%
Firing unit Hardened	+10%
Target obscured by smoke	-8%
Firing unit did not move (including facing change)	+5%
Firing unit is a howitzer at P2/P3 range	+10%
Firing unit is French (optional)	+5%
Firing unit is British (optional)	-4%
Firing unit is Austrian (optional)	-5%
Firing unit is Russian (optional)	+3%
Firing unit is Prussian 1806-1807 (optional)	-3%
Firing unit is Prussian 1818-1814 (optional)	-5%
Firing unit is Prussian 1815 (optional)	+5%
Firing unit is Spanish (optional)	-5%
Firing unit moved (including facing change)	Divide final to hit percentage by 2 ¹
Firing unit wavering	Divide final to hit percentage by 2 ¹

7.2.3 Artillery Fire Ranks

Formation	Ranks
Infantry	
Closed column	4
½ interval column	3
Open column	2
Double line	2
Line	1
Square (open)	4
Square (closed)	6
Cavalry	
Column	3
Line	1
Artillery	
Limbered	2
Unlimbered	1

Irregular units always count as one rank.

If the firing unit is 45° or more off the center of the target unit, +1 rank (firing on flank).

A line composed of 4 or more ranks (historical doctrine) is considered a double line

¹ Modifiers for “Firing unit moved” and “Firing unit wavering” are applied to the final modified to hit percentage after all other modifiers have been applied. One or both modifiers may apply. Thus, a gun that has moved and is wavering will have its final to hit percentage reduced to 1/4 or less (round down on both calculations) of its original value.

7.4.1 Rocket Flight Direction (2D10)

2-5	6-10	11	12-16	17-20
90° right	45° right	On course	45° left	90° left

Small Arms Fire Phase

8.2.1 Small Arms Ranges		
Weapon Type	Close Range	Maximum Effective Range
Smoothbore flintlock musket	60 paces	120 paces
Cap lock smoothbore musket	80 paces	240 paces
Ball Rifle	120 paces	240 paces
Early firelock/matchlock musket	40	80
Bow	80	200
Spear/javelin	20	40

8.2.2 Small Arms Fire Modifiers	
Firing unit opening volley (firearms only)	+5%
Firing unit has Resolute morale	+3%
Firing unit trained to aim	+2%
Firing unit is Hardened	+2
Firing unit is Disciplined	+1
Firing unit moved at March rate	-2% (ignore for integral skirmishers)
Firing unit moved at Quick rate	-3% (ignore for integral skirmishers)
Firing unit moved at Double rate	No fire allowed
Firing unit Wavering	-4%
Firing unit disorder	-2% per marker
Firing unit is Militia	-1%
Firing unit is Raw Recruits	-2%
Firing unit is Rabble	-4%
Firing unit is Irregular unaccustomed to using small arms	-3%
Firing unit is in closed square	Half final percentage (per side for anti-cavalry fire)
Target formation > 1 rank (see 7.2.3 Artillery Fire Ranks)	+2% per rank
Target in open order	-1%
Target in extended order	-2%
Target in light cover	-1%
Target in heavy cover	-2%
Target in light works, buildings	-1%
Target in medium works, stone buildings	-2%
Target in heavy works	-5%
Target is irregular unit in cover	Double cover modifier
Rain/Snow (fire arms only)	-7%
Target obscured by smoke	-2%
Close range	+5%
Firing up-slope	-2%
Firing down-slope	-5%
Firing unit is cavalry	-3%

Close Combat Phase

9.2.1 Close Combat Modifiers Table		9.2.1 Close Combat Modifiers Table cont.	
Unit Morale Rating	Add morale rating	Leader within 20 paces ¹	+1, +2, +3
Disorder	-1 per marker	Unit in heavy works	+4
Casualties	-3 per 25 %	Unit in medium works or stone buildings	+3
Attacking enemy flank ¹	+5	Unit in light works or buildings	+2
Cavalry contacting an unsecured enemy infantry flank	+7	Unit in light cover	+2
Flanks secured ²	+7	Unit in heavy cover	+3
Attacking rear of enemy unit	+9	Surprised	-6
Unit in extended order	-6	Irregular	+3
Unit in open order or open column	-4	Unit has no bayonets or melee weapons	-4
Resolute morale	+4	Unit has melee weapons	+3
Wavering	-3	Attached engineers attacking works	+2
Broken	-6	Infantry unit in rain/snow ⁵	-3
Routed	-9	Double enemy frontage	+4

¹ Attacking Enemy Flank: Attacking unit is oblique to the enemy by at least 20 degrees and at least one complete stand is beyond the enemy's front line.

² Flanks Secured: An infantry unit get this bonus if it is in any type of square vs. cavalry. Any unit receives this bonus if it has impassable terrain, obstacles or friendly formed units within 20 paces of each flank. Obstacles or terrain need be impassable to the attacker only.

³ Leader Within 20 Paces: This bonus is based on the leaders quality. +1 - Poor Commander, +2 - Average, +3 - Superior.

⁴ Surprised: A unit is considered surprised if it is attacked by a unit that was not visible to it at the beginning of the turn or the attacking unit moved through a bank of 6 or more smoke balls in its movement to P3 range. Other units, enemy or friendly do not block visibility for this purpose.

⁵ Represents the lack of effective small arms fire.

Infantry Vs. Infantry Combat Results			
0-1	2-4	5-8	9+
Units in melee. Each unit inflicts 20% casualties per figure. Both receive three disorder markers.	Units in firefight. Each front rank figure inflicts 10% casualties and normal small arms disorder.	Loser falls back broken. Winner inflicts 10% casualties per figure, loser inflicts 5% per figure. Winner receives two disorder markers, loser receives four	Loser routs. Winner inflicts 20% casualties per figure and captures a trophy, loser inflicts 3% casualties per figure. Winner receives one disorder marker, loser receives six.

Artillery Vs. Infantry Combat Results	
0-3	4 +
Fire Fight. Artillery inflicts 100% casualties per gun. Infantry inflicts 5% per front rank figure.	<p>If infantry wins: Battery overrun. Artillery inflicts 25% casualties per gun. All artillerists dead.</p> <p>If artillery wins: Infantry falls back, broken with four disorder markers. Artillery receives two disorder markers. Artillery inflicts 100% casualties per gun.</p>

Cavalry Vs. Cavalry Combat Results			
0-3	4-7	8-11	11+
Units in melee. Each figure inflicts 25% casualties. Each unit receives four disorder markers.	Loser falls back wavering. Winner inflicts 20% casualties, loser inflicts 7%. Loser receives eight disorder, winner receives four.	Loser falls back broken in open order. Winner inflicts 30% casualties per figure and captures a trophy. Loser inflicts 4% casualties per figure. Loser receives 12 disorder, winner receives four.	Loser routs. Winner inflicts 40% casualties per figure and captures a trophy. Loser inflicts 2% casualties per figure. Loser receives 16 disorder, winner receives two. Winner atomically pursues unless it passes an initiative check.

Cavalry Vs. Artillery Combat Results	
0-3	4 +
Units in melee. Each figure inflicts 25% casualties. Each unit receives two disorder markers. Disorder doubled for cavalry.	<p>If cavalry wins: Battery overrun. Artillery inflicts 25% casualties per gun. All artillerists dead. Cavalry receives two disorder.</p> <p>If artillery wins: Cavalry falls back, broken with eight disorder markers. Artillery receives two disorder markers. Artillery inflicts 100% casualties per gun.</p>

Cavalry Vs. Infantry Combat Results			
0-3	4-7	8-11	11+
Units in melee. Each figure inflicts 25% casualties. Each unit receives two disorder markers. Disorder doubled for cavalry.	Loser falls back wavering. Winner inflicts 20% casualties, loser inflicts 7%. Loser receives four disorder, winner receives two. Disorder doubled for cavalry.	Loser falls back broken in open order. Winner inflicts 30% casualties per figure and captures a trophy. Loser inflicts 4% casualties per figure. Loser receives six disorder markers, winner receives two. Disorder doubled for cavalry.	Loser routs. Winner inflicts 40% casualties per figure and captures a trophy. Loser inflicts 2% casualties per figure. Loser receives eight disorder markers, winner receives one. Winning cavalry atomically pursues unless it passes an initiative check. Disorder doubled for cavalry.

Leader Casualties & Disorder Recovery Phase

10.1.1 Leader Hit Table (2D10)		
P1	P2	P3
17- 20	14-20	11-20 (+3 If attached to a unit in the P3 zone)

10.1.2 Leader Hit Effect (1D10)			
1-3	4-7	8-9	10
Horse shot: Treat as a light wound for the next turn Command Points Acquisition only	Light wound: Negative die roll modifier on each subsequent Command Points Acquisition	Serious wound: No Command Points Acquisition next turn. Negative die roll modifier each subsequent turn.	Leader killed: No commands next turn. On subsequent turn a new leader is identified. New leader takes command on the turn after identification. Immediate morale check for any unit in LOS and within 100 paces.

10.2.1 Disorder Recovery Modifiers	
Per 25% casualties	-2
Leader within 20 paces	+1, +2, +3
Unit took casualties or received disorder markers from fire this turn	-3
Hardened	+4
Disciplined	+2
Militia	-2
Raw recruits	-4
Rabble	-6
In woods	-4

10.2.2 Disorder Recovery Table (2D10)					
3 or less	4-6	7-9	10-13	14-17	18+
1	2	3	4	5	6