



Movement & Formation: [B.S.- March/Double/Rally]

- **Minor obstacles** at March rate [March]
- **Major Obstacles** at half March rate [March]
- **Change Facing** (rear, either side) once, at March rate [March]
- **Back up** (same facing) at half March rate [March]
- **Change formation** no move no fire [Rally]
- **Change frontage/depth:** Foot no move or fire. Horse half march rate [March]
- **Closeness to enemy:**
-not less than Point Blank Range.
-Foot 'pushes' Enfants Perdus, Lance-armed horse and Light Cavalry while March rate.

Firing: [B.S.- Defend/March/Double]

- **Move & Fire:**
-**Marching:** Veteran and Seasoned only
Light Horse, Skirmishing horse, Enfants
-**Doubling:** Light Horse, Skirmishing horse, Enfants Perdus only
-**Rally & Fire?** No.
-**Fire if charged:**
-**NO**, if Reg't Routs, Evades or Countercharges, or for Waver result of "-1"
-**YES**, for stationary Reiters, Petronels and all infantry.
- **Procedure:**
-Count **ALL SHOT COMPANIES** in the regiment firing (pikemen not included), or Artillery, gun type
-Check the range, Fire Intensity on QRS
-Apply all modifiers shown and roll 1d6 for column shifts.
-Cross index for the result. Note: if the fire number less than zero, no effect.

Cohesion: [B.S.-Rally]

- **When disorder occurs:**
-Moving over or through an obstacle
-By Fire Combat result
-As a result of a Waver test
-By moving at Double rate or Charge rate (shown on movement measures)
-By being involved in Melee (after it ends)
- **To Rally from Disorder**, roll 1d6 on Rally Table on the Reg't card, and remove the # shown from the unit's current cohesion level marker.

Charging: [B.S.-Charge]

- **Charge order:** Brigade with Higher Strategy Officer chooses targets first, then other brigades in order.
- **Procedure:**
1)Charger, then charged take a waver Test on appropriate line (see regiment cards, and Waver rules)
2) Move the opponents:
-Target stationary- Move Chargers to contact
-Target Countercharging (due to waver result)- Each gets half move or until contact
3) Resolve melees
- **Charge Notes:**
-Foot may not charge horse
-Opportunity Charge: Chargers must have Harass order, enemy Ragged or Mob
-Enemy charged in flank becomes Mob
-Charged in rear: Auto Overwhelmed
Melee Type



Melees:

- **Melee strength:**
-Check the Reg't card for the base melee number (for the current formation).
-Apply special modifiers (on unit card) & modifiers for Cohesion.
-Apply modifiers under the Melee Type table.
- **Melee Type:** Cross-reference opposing modified melee strengths on the Melee Type table for Type of melee (A, ES, US, etc) and determine Stronger and Weaker sides.
- **Melee Outcome:**
-On the Melee Outcome table, Cross-ref Type with appropriate Enemies column (Inf-Inf, Inf-Cav, etc) and roll 2D6; check, apply result (Give Ground, Broken Into, etc) and make casualty rolls.

Rout, Evade & Pursuit

- Rout from Waver test or Melee result; Evade from Waver test alone.
- Routers & Evaders immediately move March rate straight back, then maneuver to Charge rate.
- Contacted friends take Waver test (disaster).
- Rally from Rout when not pursued; take Waver test (Disaster).
- Only Horse pursue, after melee win (at Charge rate).
- Charging unit that is Evaded only moves march rate.
- To halt pursuit, roll 6 on 1d6. Veteran add +1, Reiter add +1.

Waver Tests

- When to take them:
- **"To Charge" Test:**
Unit wishes to charge an enemy
 - **"Charged by Cav/Foot" Test:**
An enemy passes a charge test against unit
 - **"Disaster" Test:**
-Their brigade Commander is killed or captured
-A regiment in their brigade breaks and routs
-When they are Broken Into in melee
-Better grade of regiment (Veteran, Seasoned, Levy) routs past within tester's Double move, or through them.
 - **Test Procedure:**
-Testing regiment checks the appropriate row of the Waver Test chart on its regiment card and throws 2d6, applying the modifiers shown. Each type of test has a number followed by a result (ex. 5 Ch). If the modified roll# equal to or less than the first number shown, apply the result. If not, check the next result, and so on.

Commander Key

