# Close Fire & European Order — Quick Reference Sheet

## Sequence of Play

*Bombardment.* Guns may fire or reserve fire.

*Musketry.* Infantry may fire at targets beyond 40 yds.

*Command.* Command actions and control tests.

*Movement.* Move units. Must halt at 20 yds from enemy.

*Close Artillery.* Guns that reserved fire may give fire at close range only.

*Combat & Close Fire.* In the following order:

- declare and execute charges and responses;
- resolve all combat and close fire;
- conduct any resulting moves.

*Morale Phase.* Assign DPs for morale. Redress ranks.

## Move Distances

Limbered and battalion guns move at infantry speed. Other guns may not move once unlimbered other than to pivot.

March Move. Starts and ends beyond 120 yds of enemy. Infantry up to 160 yds, cavalry up to 240 yds. Infantry up to 240 yds if in march column on a road.

*Tactical Move (within 120 yds of enemy):*
- Infantry: 1 AvD + 1 optional D6 x 10yds;
- Cavalry: 1 or 2 AvD + 1 optional D6 x 10yds;
- Inspired unit: +10 yds for each die rolled;
- Road move: up to 120 yds if in march column. No dice required. Negates effect of rough terrain.

*Fast Move* (evade, rout, retire and pursue):
Maximum dice and all optional additions. +10 yds for each die rolled on initial rout, evade or retire move (not pursuit).

*Detached leaders/messengers:* up to 120 yds, 240 yds if beyond 120 yds of enemy.

*Fatigue and Disorder*: No penalty if march column or unformed. Otherwise:
- *Good terrain.* 6 rolled on move die = 1 DP if in line or gun. No penalty if in assault column.
- *Rough terrain.* 5-6 = 1 DP if in line or gun. 4 = 1 additional DP if cavalry or gun. Assault column take 1 DP on 6 only.

## Morale DPs

General or marshal killed or routing in 120 yds = 2 DPs
Equal or higher routing or destroyed in 120 yds = 2 DPs
Lower grade routing or destroyed in 120 yds = 1 DP
Equal or higher grade foot retiring in 120 yds = 1 DP
Evading = 1 DP
Ride through or take the position after combat = -1DP

**Redress Ranks.** Remove DPs if not in combat and no DPs from artillery fire this turn.

A/B Grade. -1 DP & 1 additional if if stationary.
C/D Grade. -1 DP if stationary.
E Grade. -1 DP if stationary and not under fire.

## Command Actions

Move up to 120 yds; attach and/or detach.

Issue or listen to new orders.

Influence unit to which the leader is attached:

*Steady* - remove 1 DP. Unit must remain halted.

*Inspire* - increase combat effectiveness and move speed.

## Control Test

Take if beyond 60 yds of detached leader (120 of marshal), unless:
- unit with attached leader.
- part of a continuous line with controlled unit of the same brigade and will conform to its movement.
- within 60 yds, behind a controlled unit of the same brigade, and will conform to movement of the lead unit.

Must always test if charged last turn and failed to contact or wishing cease rout, pursuit, or looting, even if under control.

Roll 1 D6:
+ or -1 (optional) if leader attached.
+ or -1 (optional) if guns or A/B Grade.

Results.
Continue rout/pursuit/loot/charge unless 3-4 result. Otherwise:

2- = Halt.

3-4 = Act as player wishes.

5+ = Repeat last move.

## Manoeuvre

*Wheel:* 1 DP in 120 yds of enemy. No penalty if in column, unformed, or further away.

*Change Formation.* 1 move and 1 DP if within 120 yds of enemy. ½ move, no DP if further away.

*Re-form:* 1 move, once cause ceased.

*Unlimber:* 1 move and 1 DP (2 DPs if under fire).

*Cross major obstacle:* ½ move, 1 DP (2 if under fire).

*Cross minor obstacle:* count as rough terrain.

*About face:* ½ move, 1 DP if cavalry within 120 yds of enemy or if foot under fire.

*Incline:* A-D Grade foot only. Equal forwards and sideways.

*Side-step/step-back 20 yds:* A-D Grade Foot in line only.

*Mount/Dismount:* ½ move, 1 DP if under fire.

*Pass a gap:* 1 DP if within 120 yds of enemy. Reduce foot move by ½. Or change formation into column.

*Passage of Lines:* No penalty if passing through guns. Otherwise no penalty if none routing, one is stationary and did not fire. Otherwise 1 DP on each formed unit.

*Maximum DPs.* Once a unit has 3 DPs for any reason it no longer incurs any more DPs for movement or manoeuvre.

**Risk to Leader.** Roll one D6: 1= Hit. Roll again:

1 = Killed.

2-4 = Wounded. Loose 1 action. Killed on 2nd wound.

5-6 = Near miss. No effect.

## Shooting

|  | Maximum Range | Effective Range | Close Range |
|---|---|---|---|
| Heavy Gun | 720 yds | 360 yds | 120 yds |
| Field/Bn Gun | 480 yds | 240 yds | 120 yds |
| Musketry | 120 yds | - | 40 yds |

*Direct Artillery*. Roll 1 D6 per gun. Modified as follows:

| | | | |
|---|---|---|---|
| Same target and range | +1 | New target | -1 |
| Column or enfilade | +1 | Each DP | -1 |
| Beyond effective range | -1 | Target in fieldworks | -1 |
| Heavy Gun | +1 | Battalion Gun | -1 |

*Beyond close range:* 4+ = 1 DP
*Close range:* 2-3 = 1 DP, 4+ = 2 DPs

*Indirect Artillery.* Roll a D6 to determine fall of shot:

1= falls short.  2 = overshoots.  3= falls to the right.

4 = falls to the left.  5+ = on target.

+1 if shooting at same target which has not since moved.

1 DP on any troops (friendly or enemy) within 10 yds of fall of shot.

*Musketry (beyond 40 yds):* 1 D6 per base able to give fire -DPs on unit firing.
Halve dice if skirmishers, or if target in fieldworks/hard cover (once only). Round up

*Result:* 6 = 1 DP on target.

## Combat and Close Fire

Roll 1 D6 for each base in combat.

+2 if A Grade;   +1 if B Grade

-1 if D Grade:   -2 if E Grade

+1 leader inspiring (+1 each action to max +2)

+1 advantage of ground

+1 charging, counter-charging or pursuing

+1 additional if charging à l'outrance vs. cavalry

+1 additional if cavalry pursuing

+1 traditional cavalry in deeper formation vs. cavalry

+1 foot in line that did not fire by platoons

-1 each DP

-2 foot that moved charged by cavalry

-2 hit in flank/rear by charge from behind flank/rear

Count cavalry bases in contact with enemy +1 base extending out on either flank. Infantry and guns, count bases within 40 yds of enemy to front and 45º from the flanks.

Assault column count all the first and second ranks and half the third and fourth ranks if charging. Otherwise count only the front rank.

Pike bases 2 D6 if facing cavalry, 1 D6 if charging. Do not count if facing infantry in other circumstances.

A Hit is scored for each:

• 6 if in march column or unformed; or if opponent defending fieldworks.

• 5-6 in other circumstances.

## Combat Results. Compare Hits:

| | | |
|---|---|---|
| **4+ Victory** | 1 DP | Cavalry that charged and failed to Defeat foot (-3/-4 result) *retire*. Otherwise C-E Grade *pursue*. Others *take any permitted action*. |
| **+1/3 Success** | 1 DP | Cavalry that charged foot *retire*. Infantry and guns facing cavalry *remain in place*. Cavalry that charged only guns *ride-through*. Others *take any permitted action*. |
| **Equal result Inconclusive** | 2 DPs each | Cavalry that charged foot *retire*. Infantry and guns *remain in place*. Cavalry that charged à l'outrance *ride through* guns, skirmishers, or a single rank of cavalry. Otherwise choose to *remain in place* or *retire*. |
| **-1/-2 Driven Back** | 3 DPs | Foot and guns charged by cavalry only *remain in place*. Others *retire* (guns in this case, are abandoned but crew not killed). Cavalry that charged foot take an additional DP. |
| **-3/-4 Defeat** | 4 DPs | Guns abandoned and crew killed. Others *retire*. |
| **-8 Break** | 5 DPs | Guns abandoned and crew killed. Others *rout*. |

## Movement after Combat

*Any permitted action.* May choose to remain in place or pursue. Cavalry may also retire, and infantry may take the position abandoned by retiring enemy.

*Remain in place.* Take no action. If both sides remain in place then the combat continues the following turn.

*Ride-through.* Move 2 or 3 dice (player's option) through the enemy position. End facing the nearest threat. If the unit encounters new enemy or impassable terrain, it will halt beyond 20 yds. Remove 1 DP.

*Take the position.* Move forward to occupy an abandoned position. Remove 1 DP.

*Retire.* Move back a full fast unformed move. May halt short once behind other formed friends or obstacle. Next turn may either continue to retire or remain in place to reform. If unable to retire, remain in place and receive 1 DP. Break if caught by pursuers and the pursuers get a free hack.

*Rout.* Full fast unformed move, until behind formed friends, or obstacle, or 240 yds from enemy. Then may take a control test to attempt to stop rout, succeeding on *act as player wishes* result.

*Pursue.* Full fast unformed move, in an attempt to remain in contact with opponents who retired or routed. Pursuers encountering new enemy charge. Pursuers who catch routing or retiring units get a *free hack*.

*Free Hack.* Roll 1 D6 for every pursuing stand in contact, inflicting 1 casualty for every 4+ rolled.