

Malbrook Quick Reference Sheet

Sequence of Play

Bombardment. Guns may fire at targets in range

Command. Command actions and take control tests.

Movement. Move units. Cavalry must halt at 200 of enemy to their front.

Close fire. Guns may fire at targets up to 2".

Combat. In the following order:

- declare and execute charges and responses;
- resolve all combat between units in combat;
- conduct any resulting moves

Morale. Redress ranks, removing DPs if applicable

Move Distances:

Normal Move:

Cavalry 1 or 2 AvD +1 optional D6 x ½ inch

Others 1 AvD + 1 optional D6 for foot

Inspired unit: + ½ inch for each die rolled

Fast Move: Evade, rout, retire and pursuit – use max dice and all optional additions, + ½ inch for each die rolled on initial rout, evade or retire move

Detached leaders/messengers: up to 6 inches

Fatigue and disorder: 1 DP if a "6" rolled unless in column, unformed, or limbered guns.

Rough Terrain:

1 DP for each 6 rolled if foot in field column

1 DP for each 5-6 if foot in line

1 DP for each 4-6 rolled if cavalry or guns.

No penalty if unformed or foot in march column.

Roads: up to 600 paces if in march column or limbered guns. No dice required.

Double all move distances if beyond 6" of enemy.

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

Roll again: 1 = Killed

2-4 = Wounded. Loose 1 action.

Second wound = killed.

5-6 = Near miss. No effect

Morale.

Lower grade routing/destroyed in 6" = +1 DP

Equal/higher grade foot retiring in 6" = +1 DP

Equal/higher routing/destroyed in 6" = +2 DPs

LtGen or Marshal killed/routing in 6" = +1 DP

Ride-through enemy after combat = -1 DP

Advance to take the position after combat = -1DP

Evade move = +1DP

Remove DPs: if stationary and not in combat that turn

A-B Grade: 1 DP + 1 additional if not under fire

C-D Grade: 1 DP if not under fire

E Grade: 1 DP if beyond 6" of enemy and not under fire

Command Actions

Move up to 6", attach and/or detach

Orders: issue or receive, or send messenger

Influence unit to which the leader is attached:

Steady - immediately remove 1 DP. Unit must halt

Inspire - increase combat effectiveness and move speed

Control Test. Take if not within 4" of visible, detached leader (6" of Marshal), unless:

- leader attached to that unit
- in base to base contact with a controlled unit of the same command and will conform to its movement.
- If within 4", directly behind a visible, controlled unit of the same command, and will conform to movement of the lead unit.

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

Roll 1 D6:

+1 if in rout, pursuit, looting or charging

+/-1 if leader attached

+/-1 if Guns or A/B Grade

Results:

2- = Continue rout/pursuit/charge. Otherwise halt.

3-4 = Act as player wishes

5+ = Repeat last move. Continue rout/pursuit/charge.

Manoeuvre

Wheel: 1 DP in 6" of enemy. No penalty column or unformed. ½ speed if wheeling backwards to refuse flank

Re-form: 1 move, once cause ceased.

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

Cross obstacle ½ move, 1 DP (2 if under fire). +1 DP if cavalry.

About face: ½ move, 1 DP if cavalry or under fire.

Incline: A-D Grade Foot in line only. No penalties

Side-step/step-back: A-C Grade Foot in line only. 1" no dice required.

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

Change Formation. 1 Move and 1 DP if within 6" of enemy. ½ move, no DP if further away.

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

Pass a gap: 1 DP if within 6" of enemy. ½ move for foot no reduction for cavalry.

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

Shooting

	Maximum Range	Effective Range	Close Range
Heavy Gun	36"	8"	2"
Field Gun	36"	8"	2"
Light Gun	24"	8"	2"

Results. 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 fortification	-2
Heavy Gun	+1	Target in fieldworks	-1
Light Gun	-1		

Effective Range and beyond: 4+ = 1DP

Close Range: 2-3 = 1 DP, 4-5 = 2 DPs, 6+ = 1DP & 1 cas.

Howitzer or mortar. Select aim point within range. Roll scatter die. If off target roll D6 for distance off target at ½" per pip. 1 DP on brigade where shot lands.

Charges: Foot do not charge. They are in combat when within 1" of enemy to front. Cavalry must charge to close into base to base contact to be in combat.

Close Fire & Combat

Roll 1 D6 for each engaged stand

- + 2 A Grade
- +1 B Grade
- 1 D Grade
- 2 E Grade
- +1 leader inspiring (+1 each inspire action)
- +1 advantage of ground
- 1 opponent defending fieldworks
- +1 charging or pursuing
- +2 charge à l'outrance* or cavalry pursuing
- +1 if supported**
- +1 every 3 bases platoon firing foot vs infantry
- 2 Foot that moved, charged by cavalry
- 2 charged in the flank or rear
- 1 Each DP

* only against other cavalry or unformed foot

**not combined with platoon fire or l'outrance.

Hit on 6 if unformed, march column or attacking fortifications. On 5-6 in other circumstances.

Combat Results. Compare Hits:

+7 Breakthrough	0 or 1 DP	C-E Grade <i>pursue</i> . Others take <i>any permitted after combat action</i> . Cavalry who elect not to pursue take 1 DP.
+4/6 Victory	1 DP	Cavalry who charged and failed to <i>Defeat</i> foot <i>retire</i> . Other C-E Grade cavalry <i>pursue</i> . Others <i>take any permitted action</i> .
+2/3 Success	1 DP	Cavalry charged foot <i>retire</i> . Foot facing cavalry <i>remain in place</i> . Cavalry charged guns only <i>ride-through</i> . Others any permitted action.
+1/-1 Inconclusive	1 or 2 DPs and 1 casualty	Cavalry that charged foot <i>retire</i> ; charged à l'outrance v single rank cavalry or guns only <i>ride-through</i> . Others choose to remain in place or <i>retire</i> . *2 DPs if charged a l'outrance. Otherwise 1 DP.
-2/-4 Driven Back	2 DPs and 1 casualty	Foot charged by cavalry only <i>remain in place</i> . Others <i>retire</i> . Cavalry that charged foot also take a <i>casualty</i> .
-5/-7 Defeat	2 DPs and 2 casualties	<i>Retire</i> .
-8 Break	3 casualties	<i>Rout</i> .

Movement after Combat

Any permitted action. May remain in place or pursue. Cavalry may also retire and foot may take the position

Retire. Move back a full unformed move with maximum dice. 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

Ride-through. Move 2 or 3 dice (player's option) through the enemy position. End facing the nearest threat and remove 1 DP. If the brigade encounters new enemy or impassable terrain, it will halt beyond 2". If there is no space either because the enemy are more than one rank deep or a supporting line is too close then the unit must either remain in place or retire.

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

Rout. Full move with maximum dice unformed, until behind formed friends, or obstacle, or 6" from enemy. Then may take a control test to attempt to stop rout, succeeding on *act as player wishes* result.

Pursue. Make a full move, unformed, 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**. Roll 1 D6 for every pursuing stand in contact, inflicting 1 casualty for every 4+ rolled.