

Sequence of Play

Command. Take leader actions. Then take control test for units beyond 4" of leader, not conforming to controlled unit and not light troops in 4" of controlled unit. Must test to stop pursuit

Manoeuvre and Shooting.

Move or redress ranks. Lights fall back in face of formed advance.

Lights may shoot then move; move then shoot; shoot twice without moving; or redress ranks without shooting.

Charge. Declare charges on enemy within 4". Make charge and charge response moves.

Combat Resolution. Resolve combat from right to left from the perspective of the player with initiative. Apply DPs as soon as they occur.

After Combat Moves. Take all moves resulting from combat and apply any additional DPs.

Morale DPs

DPs are immediately incurred for the following:

- 2 for each friendly HI retiring in 4"
- 1 each friendly MI retiring in 4"
- 3 Legion 7 bases+ routed/destroyed within 4"
- 2 other non-light friend routed/destroyed within 4"
- 1 leader killed/routed within 4" (2 DPs if General)

3 DPs for any reason = no further for fatigue or manoeuvre.

Shaken. If broken or 5 DPs. Further DPs due to shooting, combat or morale will cause an entire base to be removed as a casualty.

Multi-line Legion. 1 additional DP for each 2nd and 3rd line before becoming shaken.

Redress Ranks

A Grade remove 1 DP + 1 DP if beyond 4" of enemy

B Grade remove 1 DP

C & D Grade remove 1 DP if beyond 4" of enemy

DPs additionally removed by a leader Steadying.

Rally Shaken. Redress ranks beyond 8" of unbroken enemy, regaining order with 4 DPs.

A leader that steadied a shaken unit in the command phase will remove 1 DP which will remove shaken status.

Command Actions

Move (1 action). Move up to 12" in the command phase, including detaching from one unit and/or attaching to another. May move again in the manoeuvre phase.

Steady (1 action): immediately remove 1 DP from a unit to which he is attached including in combat. This may rally a shaken unit. The unit and leader may not move that turn but it may charge.

Inspire (1 action). Give a bonus to the unit in combat to which he is attached.

Control Test

Roll 1 AvD if A grade or B-C grade light troops.

Roll 1 D6 for others.

+1 if charging, retiring, pursuing, or looting.

+/-1 if Leader attached (optional).

2- Legion follow Eagle if in 4". Others Halt.

3-4 Act as the player wishes

5+ Follow Eagle if in 4", others repeat last move.

Risk to Leaders

Roll D6 if the unit the leader is attached to, suffers a DP from shooting or was engaged in combat. If a '1' is rolled roll again:

1 = Killed

2-4 = Wound. -1 action. Single action leaders no longer steady, inspire nor get automatic hit in combat.

5-6 = No effect

Once CPs reduced to 0 the leader is killed.

If a leader is killed, second in command takes his place the turn after next with 1 action, except Britons.

Shooting. Range 4"

Bases engaged in combat not eligible target. Supporting units are eligible. LC shoot 2 ranks.

Roll 1 D6 per base. ½ dice shooting at LI, target in cover, or at HI unless in rear.

-1 die for each DP on the shooting unit

Always roll at least 1 die.

Inflict 1 DP for every 6 rolled.

Movement

Stop 4" of formed enemy to front. Lights fall back in face of formed move.

March Move Beyond 8": Infantry up to 8". Cavalry up to 12".

Move Within 8": 1 AvD + optional D6 x 1".

Cav + 1 additional optional D6 x 1" if moved before

Evade, rout, retire, pursue: Max dice + 1" per die to initial, rout or retire move. Become unformed.

Fatigue: 1 DP if 6 rolled on move dice. No penalty if column or unformed

Rough Terrain: Impassable cav. MI 1 DP, HI 2 DPs.

Formed: no more than 22½° deviation off-centre.

Change Formation: ½ move 1 DP in 8" of enemy.

About Face: ½ move. 1 DP for formed cavalry.

Side-step/step-back (A/B Inf): 1 move. Up to 2".

Wheel. Measure outside edge. One DP HI in 8" of enemy except wedge/column. No penalty others.

Re-form Unformed: 1 move. No charge this turn.

Passage of Lines: 1 DP for formed within 8" of enemy unless one stationary and one unformed and none routing. No penalty if HI of same Legion if one stationary and note routing.

Charges. Range 4".

- LI may only charge LI
- LC may only charge cavalry, unformed or in support of chariots
- Others may charge unless, shaken, column, on halt reaction, or reformed this turn.

Units being charged that did not declare a charge:

- LI, LC & chariots may evade. MI may c-charge.
- Others stand.

Formed A/B inf may halt on position if opponent evades.

After Combat Moves

Halt. Remain in place, Legions may relieve ranks.

Fall-back 1" facing enemy. Legions may relieve ranks and remain in place.

Follow-up remain in contact. Legions may relieve ranks.

Relieve ranks -1 DP.

Pass through 4" through the opponent.

Retire full unformed move. Rout if caught by pursuers.

Rout full unformed move until they outdistance pursuit then the routed unit is eliminated.

Pursue Full unformed move following opponent. Pursuers immediately charge new enemy. Catch opponent = *free hack* one D6 per figure in contact, casualty for every 4+.

Combat:

1 D6 per engaged base. Count 2 ranks wedge charge/follow-up, otherwise 2 bases; 1 per other engaged base. Max 10 dice for bases. Then +/- following.

- +2 A Grade, +1 B Grade, -1 D Grade
- +1 Leader inspiring, each inspire action (max +2)
- +1 supported
- +1 MI or Cavalry charge, pursue, follow-up
- +1 Formed HI, +2 if charge or follow-up
- +2 Initial British charge, -1 if combat continues
- +1 Cavalry fighting unformed infantry
- 1 Each DP (max -4)
- 5 If Shaken

Always roll at least 1 die.

Supported: Formed infantry or cavalry unit directly behind same within 1". Legion may count both 2nd & 3rd line. Wedge may count 3rd rank. Chariots and LC may be supported by LC.

Hit on 6 if: **unformed** except chariot charge follow-up or pursue; in **column**; vs. **advantage of ground**; charged in **flank/rear** except multi line legion flank; **charging inf charged by cav**.

5-6 in other circumstances

Leader attached = One *automatic hit*

Multiple unit combat: Average grade (round up). Count charge bonus and DPs for the unit with highest, ignore others.

Compare difference in hits:

4+ Victory (0 DPs). May halt if: A grade; B Grade formed HI; or v light troops only. Others pursue.

+1/+3 Success (1 DP) Formed infantry halt if faced cavalry charge. Cavalry charged formed infantry retire. Others follow-up or pursue except A Grade infantry, and units opposed only by light troops, may halt.

0 Inconclusive (1 DP each). Cavalry vs. formed infantry retire. Cavalry charged LI or cavalry only pass through. LI passed through by cavalry take +1 DP. Others Halt.

-1/-3 Set-Back. (2 DPs). Shaken rout. Formed inf charged by cavalry halt. Retire if: unformed, cavalry facing formed infantry or after second round. Others fall-back

-4+ Defeat: (2 DPs & 1 casualty) Shaken or unformed rout. Others retire.

Supporting units are bound by the combat result including DPs but not casualties.