

Close Fire & European Order XVII — Quick Reference

Sequence of Play

Bombardment. Guns may fire or reserve shot.

Musketry. Foot may fire or fix/unfix bayonets. May not move if they fire. Cavalry and skirmishers may not fire.

Command. Command actions and control tests.

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

Close Fire. Guns that reserved shot may fire out to 120 yds. Cavalry and infantry may fire at any range even if moved.

Combat. In the following order: declare and execute charges and responses; resolve all hand to hand combat; conduct any resulting moves

Morale. Redress ranks. Assign DPs for morale.

Move Distances

Guns may not move once unlimbered except light guns may make a march move at infantry speed.

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 march column on 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 pursuit):

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 if beyond 120 yds of enemy).

Fatigue and Disorder: No penalty if march column, unformed, or limbered guns. Otherwise:

- **Good terrain.** 6 rolled on move die = 1 DP if in line. No penalty if in assault column.
- **Rough terrain.** 5-6 = 1 DP if in line. 4 = 1 additional DP if cavalry. Assault column take 1 DP on 6 only.

Morale DPs

General killed or routing in 120 yds = 2 DPs

Commander killed or routing in 120 yds = 1 DP

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

Evade = 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:

A1 Grade. -1 DP & 1 additional if stationary.

A2, B & C Grade. -1 DP if stationary.

D & 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 he 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 (+40 yds for each additional leader action) unless:

- unit with attached leader.
- part of a continuous line with controlled unit of the same battalia and will conform to its movement.
- within 60 yds, behind a controlled unit of the same battalia, 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 A1 or 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 column or unformed.

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-B Grade foot only. Equal forwards and sideways.

Side-step/step-back 20 yds: A-B Grade foot 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 into column.

Passage of Lines: No penalty if passing through guns. Otherwise no penalty if none routing, one is stationary, 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

Ranges

	<u>Maximum Range</u>	<u>Effective Range</u>	<u>Close Range</u>
Heavy Gun	720 yds	360 yds	120 yds
Med/Lt Gun	480 yds	240 yds	120 yds
Musketry	120 yds	-	40 yds
Cavalry	40 yds	-	40 yds

Artillery Fire. 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	Light Gun	-1

Results:

Beyond close range: 4+ = 1 DP on target

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

Infantry and Cavalry Fire:

1 D6 per base -DPs on unit firing.

Halve dice if target in fieldworks or hard cover. Round up.

Result:

5-6 = 1 DP on target if formed foot firing at close range.

6 = 1 DP on target in other circumstances.

Combat Results.

Compare Hits:

4+ Victory	1 DP	Cavalry that charged only guns ride-through. Other A2, C, D and E Grade cavalry must pursue. Others take any permitted after combat action.
+1/3 Success	1 DP	Cavalry retire if charged and failed to defeat foot. Infantry facing cavalry remain in place. Cavalry that charged only guns ride-through. Others take any permitted after combat action.
Equal result Inconclusive	2 DPs each	Cavalry that charged foot retire. Infantry remain in place. Cavalry that charged à l'outrance against guns, unformed, or a single rank of enemy cavalry, ride-through. In other circumstances choose to remain in place or retire.
-1/-2 Driven Back	3 DPs	Infantry charged by cavalry only, remain in place. Other formed infantry fall back. Guns abandoned but crew not killed. Others retire.
-3/-4 Defeat	4 DPs	Guns abandoned and crew killed. Others retire.
-5 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 foot may take the position abandoned by retiring enemy or follow-up a fall-back.

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

Fall-back and follow-up. Fall back one base depth facing enemy. Follow-up to remain in contact with fall-back.

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 base in contact, inflicting 1 casualty for every 4+ rolled.

Combat and Close Fire

Roll dice for each base in contact as follows:

3 D6 for each front rank pike receiving cavalry charge.

2 D6 for each front rank pike base in other charge combats.

1 D6 per base in other circumstances.

+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 cavalry or swordsmen charging,

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

+1 following-up or pursuing

+1 additional if cavalry pursuing

+1 if cuirassiers fighting other cavalry

+1 if supported unless charging à l'outrance

-1 for each DP (maximum -5)

-2 if infantry that moved charged by cavalry

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

+1 D6 per eligible extending base extending on either flank.

Pikemen +1 D6 per second rank base in charge combat only.

A **Hit** is scored for each:

- 6 if in column or unformed, if opponent defending fieldworks, or infantry with no pikes or fixed bayonets fighting cavalry.
- 5-6 in other circumstances.