Close Fire & European Order '45 — Quick Reference

v.4 25/1

Sequence of Play

Bombardment. Guns may fire or reserve shot.

Musketry. Foot may fire. May not move if they fire. Skirmishers and Highlanders may not fire.

Command. Command actions and control tests.

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

Declare Charges. Highland charge test if appropriate

Close Fire. Guns reserved shot may fire out to 120 yds. Infantry with firearms may fire at any range. Only Highlanders may give close fire and then charge.

Combat. Execute charges and responses; resolve all hand to hand combat; conduct any resulting moves

Morale. Redress ranks. Assign DPs for morale.

Move Distances

Unlimbered guns may not move except light guns may make a march move at infantry speed.

March Move. Starts and ends beyond 120 yds of enemy. Jacobite Infantry up to 200 yds, other infantry up to 160 yds, cavalry up to 240 yds.

Tactical Move (within 120 yds of enemy):
- Non-Highland Infantry: 1 AvD + 1 optional D6 x 10yds.
- Highlanders & 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.

Fatigue and Disorder: No penalty if march column, unformed, Highlanders, or limbered guns. Otherwise:
- *Good terrain.* 6 rolled on move die = 1 DP if in line.
- *Rough terrain.* 5-6 = 1 DP if in line. 4 = 1 additional DP if cavalry.

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
Ride through or take the position after combat = -1DP

Casualty shooting/combat/morale DP after DPs = bases

Redress Ranks

Remove DPs if not in combat and no DPs from artillery fire:

A1 Grade. -1 DP & 1 additional if 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 command and will conform to its movement.
- within 60 yds, behind a 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 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. ¼ move Highlanders, ½ move others.

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. No penalty Highlanders. 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

	Maximum Range	Effective Range	Close Range
Heavy Gun	720 yds	360 yds	120 yds
Med/Lt Gun	480 yds	240 yds	120 yds
Musketry	120 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

Beyond close range: 4+ = 1 DP on target
Close range: 2-3 = 1 DP, 4+ = 2 DPs
Double DPs on Jacobites

Musketry:

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 gov't foot fire at close range.
6 = 1 DP in other circumstances.

Charges: Must be within 40 yds

Only highlanders may give close fire then charge. Skirmishers may not charge. Skirmishers/dragoons may evade.

Highland Charge Test

1 D6 +/- Grade + leader inspiring - DPs. Compare scores:

≥ 0 = Close Fire or charge
-1 = 1 DP Gov't fire ½ effect. High's charge unformed
-2 = 2 DPs Unformed. No Gov't fire. High's C Grade no ch. bonus
-3 = 3 DPs Unformed. Gov't retire. High's D Grade, halt.
-4 = 3 DPs Gov't rout. High's E Grade retire.

Combat 1 D6 per base +1 each flank

+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 highlanders charging
+1 follow-up or pursuing.
+1 additional if cavalry or highlanders pursuing
+1 if supported
-1 for each DP (maximum -5)
-2 non-highland infantry that moved charged by cavalry
-2 hit in flank/rear by charge from behind flank/rear

Hit: 6 if column or unformed or v. fieldworks.
5-6 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 against guns, unformed, or 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. Highlanders always follow-up/pursue. Others 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.