

# *Malbrook s'en va-t-en guerre*



*Wargames rules for large battles 1700-1715  
by Simon MacDowall*



# Introduction

*Malbrook s'en va-t-en Guerre* are wargames rules designed to re-fight big battles of the War of Spanish Succession with 15mm or smaller scale miniatures. They are derived from my original *Close Fire & European Order* rules which cover the same time period but were designed for smaller engagements with a larger ground scale.

The title: *Malbrook s'en va-t-en Guerre* (*Malbrook* for short) comes from a French nursery rhyme commemorating the Battle of Malplaquet in 1709. The rules came about from my desire to re-fight that bloody battle which involved hundreds of thousands of men on both sides. It is possible to re-fight such a large action with the original *Close Fire & European Order* rules but it would require a huge table and more miniatures than I could ever hope to assemble.

This big-battle variant of *Close Fire & European Order* allows players to fight out a full scale battle of the War of Spanish Succession with a realistic ground scale and without getting bogged down in the minutiae of small brigade actions.

As it is the case with *Close Fire & European Order*, many of the rule mechanisms have been developed from Andy Callan's American War of Independence rules- *Loose Files and American Scramble*, which were originally published in *Wargames Illustrated* no. 1.



*The rules encourage historical multi-multi-line formations*

In *Malbrook*, the basic game unit represents a brigade of 3-12 battalions of foot or 6-36 squadrons of horse. These brigades will need to be deployed into commands of several lines, as they were historically, in order to give support if the first line gets into trouble. The simple yet subtle command and control rules encourage players to keep their brigades together in historically realistic formations. Brigades in range of their leader will usually act as the player wishes, however, if a command becomes broken up then the player will lose control and brigades may start doing things other than what he might wish.

In this period, effective musketry took place at 50-100 yards. In order to re-fight big battles, this distance is reduced to 1-2 inches on the games table. Therefore, musketry is incorporated into close combat.

At the heart of the rule mechanisms is the concept of Disorder Points (DPs). These were invented by Andy Callan for his American War of Independence rules and have proven to be an enduring and elegant way of reflecting the variable state of morale and combat effectiveness. A brigade will incur DPs for manoeuvre, receiving artillery fire, close combat and morale, and they will lose them by halting to redress ranks or through the intervention of a leader. The system is easy to use, does not require any paper work and dispenses with the need for lots of morale checks.

Important terms with precise meanings are indicated by italics on first mention. Their meanings are given in the Definitions section at the end.

# Getting Started

## What You Need to Play:

Sufficient miniature figures organised into *brigades* of foot, horse, dragoons and hussars; and batteries of guns.

Measuring sticks or tapes to measure move distances and ranges. Normal rulers and inch tapes can be used as long as they are marked in inches. Players with metric rulers only could make measuring sticks or adjust the scale slightly so that 2cm = 1 inch. While this is not technically correct (1" is actually 2.5cm) it makes calculations easier to have an even number.

Several normal 6-sided dice (*D6*), and Average dice (*AvD*) marked 2-3-3-4-4-5. If you do not have *AvD* you can throw a *D6* and count 1 as 3, and 6 as 4.

A table top or other playing surface large enough to accommodate the number of brigades in use. A 6 x 4 foot surface will handle the action on one wing of a larger battle and a full battle in 6mm scale. For a full battle in 15mm scale you will need an 8 x 6 foot surface or wider. It will rarely be necessary to go deeper than 6 foot and if you do it will become difficult to reach brigades in the middle of the table.

Three dimensional terrain to represent:

*hills* which can have steep or gentle slopes

*linear obstacles* such as streams, hedges, ditches, fortifications; and

*rough terrain* such as woods, marshes, boggy ground and towns.

Suitable markers to indicate actions which would be helpful if they were visually indicated on the table. Where figures are used as markers the bases should be shaped or textured to differentiate them from brigades. The following markers are recommended:

**Messenger Marker** — a single mounted staff officer or rider to act as a messenger.

**Inspiration Marker** — one or two dismounted officer or NCO figures in advancing or inspiring positions, placed beside a leader to show he has allocated command points to inspire a brigade.

**Horse-holder Marker** — a single dismounted dragoon and one or two horses, to mark the location of the horses of dismounted dragoons.

**Firing Marker** — cotton wool to indicate gun batteries which have fired.

**Disorder Markers** — small pieces of gravel or cork to indicate *disorder points* (*DPs* - see *Morale p11*). Brigades will accumulate and lose these points throughout the game. Pieces of gravel make especially good markers for this purpose since they can be more easily handled than counters and blend in better with the battlefield terrain. Alternatively very small six sided dice could be used.

**Halt Marker** — a small counter (counters from old boardgames work well), painted or textured to blend with the battlefield to indicate brigades which may not move.

**Artillery Crew Marker** — a group of artillery figures to indicate the location of crews which have abandoned their guns.

**Limber Marker** — horses and limber to indicate a limbered battery. Alternatively a gun model may be placed facing the rear to indicate its limbered state.

## Scale

*Malbrook* has been designed primarily for use with 15mm figures, although it works very well with smaller 6-10mm scales. In 15 mm scale one figure represents approximately 150 men and one gun model represents 10-12 actual guns. One inch on the wargames table represents approximately 60 paces which is effective musketry range.

For 6mm, and 10mm figures the ground scale is the same as for 15mm but the figure-man ratio will need to change depending on the number of figures per base (see p4).

## Fighting Styles

The game is played with multiple figures mounted on standard size bases. These bases are grouped together into *brigades*. The size of bases and some of the ways in which brigades will act during the game are determined by the army's *fighting style*. Two styles are possible:

**Traditional Style:** Deep formations with foot firing by rank and *cavalry* discharging pistols before closing, charging at the trot. Used by French, Bavarians, Austrians and most southern European nations.



*A brigade of traditional style French Carabineers*

**New Style:** Shallower, wider formations with *foot* firing by platoon and horse often charging with swords only. Used by Swedes, Dutch, English and other northern European states. Dragoons tended to operate as second rate horse rather than mounted infantry.

## Basing

Individual figures need to be mounted on bases of a standard size. These bases represent approximately 1 infantry battalion, 3 cavalry squadrons or 10-12 guns.

Although any basing system can be used, the recommended base sizes for 15 figures are as follows.

Traditional foot: 4 figures in 2 ranks, mounted on a 1" square.

Traditional horse and mounted dragoons: 2 figures mounted on a base 1" wide, 1 ¼" deep.

Light guns: One model on a base 1" wide, deep enough to accommodate the model.

Medium guns: One model on a base 1 ¼" wide, deep enough to accommodate the model.

Heavy guns: One model on a base 1 ½" wide, deep enough to accommodate the model.

Optional basing for new style horse, all hussars and those new style dragoons which operate as cavalry rather than mounted infantry: 2 figures on a base 1 ¼" square.

Optional basing for new style foot: 4 figures in 2 ranks on a base 1" wide and ¾" deep.

Dismounted dragoons should be represented by two figures on a foot-size base.

Leaders should be based according to rank (see Command & Control p8).

*\*Smaller scale figures (6, 10 and 20mm figures) can use the same base sizes but mount more figures on them to give a better visual effect or use smaller bases. For larger figures increase the base sizes but keep the same number of figures.*



## Units

All bases must be organised into *brigade units*. This is a tactical grouping which represents several battalions or squadrons made up of troops from different regiments operating as a single entity.

Each brigade of foot may contain 3-12 bases with each base approximately representing a *battalion*. The best way to raise a brigade for the wargames table is to paint a single miniature battalion of 3-4 bases and use this to represent a brigade of 3-4 battalions. Larger brigades can be formed by amalgamating two or three such miniature battalions. Alternatively each base could be treated as a single battalion. Cavalry brigades may contain 2-12 bases with each base representing a regiment of approximately 3 squadrons.

Guns are always used as single models with each model representing 10-12 guns. They are defined as either light (3-4 pounders); medium (6-10 pounders); heavy (12 pounders and larger); or howitzers and mortars which can fire indirectly over intervening troops and buildings.



*This brigade of Spanish foot, painted as 2 battalions, represents 6 battalions*

## Efficiency Grades.

Each brigade is assigned one of the following efficiency grades at the start of the game. These grades reflect a brigade's training, morale and experience. Troops in this period were very status conscious and the elite brigades would always receive the best recruits, training and equipment. As a result they could usually be expected to perform better on the battlefield. Exceptions are possible but generally these grades should be adhered to:

**A Grade:** A brigade composed entirely of Guards or Household Troops of the highest quality. Picked men of a '*forlorn hope*' might also be A Grade.

**B Grade:** A brigade composed of elite or highly experienced troops such as battle hardened veterans or senior line troops with higher status than others, including converged grenadiers, and carabineers. This also includes mixed brigades combining guards and line troops.

**C Grade:** Most good quality line troops.

**D Grade:** Second rate line troops including most mounted dragoons and hussars.

**E Grade:** Militia and poorly trained or demoralised line troops.

Brigades of combined battalions or squadrons of mixed types should be graded as the majority, or the highest if equal. In such mixed brigades the hussars and dragoons lose their special abilities and may not dismount nor voluntarily un-form (see unformed p13). Mounted dragoons are graded lower than horse as they had lower status, were paid less and rode inferior mounts. Those with a higher status and quality could count as C Grade.

## Organising the Army

To prepare for a game, players must organise their brigades into *commands*, each led by a *Major General*. A command should consist of 2 or more brigades and will be most effective if deployed in 2-3 lines as was the norm historically.

A command must normally be either be all foot or all cavalry, except that dragoons may be part of either a foot or cavalry command. Guns may either be dispersed amongst the commands or retained under a higher level leader.

Each army will usually be subdivided into 2 or more *wings*, each of 2 or more commands, led by a *Lieutenant General*. A wing may contain a mix of foot and cavalry commands.

## Game Length

Games can go on as long as players have the time and stamina. Usually, however, 3-4 hours of intensive playing is a good average length. A game shorter than this probably does not reach a satisfactory conclusion and longer games can become tiring. For very large games it may be better to play out the deployments and initial clashes in one game then fight a follow-on action another day, perhaps adding some reinforcements. A simple meeting engagement with both sides initially deploying in line should rarely take longer than 3 hours to complete once players are familiar with the rules.



*Battles involving many brigades are often best as multi-player games*

## Multi-player Games

Just as real life commanders have a limited span of control, players can only handle a limited number of brigades before a game becomes cumbersome. Once armies start to exceed 20 brigades on each side, turns can start to become too long and confusing for just 2 players.. At this point it will be better better to split the army up into several wings with different players controlling each wing. The players on the same side can then concentrate only on their own troops and move simultaneously to speed things up.

Multi-player games can result in very realistic situations where parts of an army act with very little knowledge of what is going on elsewhere on the battlefield. There is also great scope to add interest to multi-player games by introducing personal victory conditions to reflect political rivalries between leaders on the same side.

### Umpires.

In large games or complicated scenarios (especially if some form of hidden movement is being used) it is often useful to have someone who is not playing (or who has only a minor, static part) to act as an umpire. His job is to ensure that the game flows well and the scenario develops properly, as well as to clarify the rules and game mechanics.

### Historical Scenarios

A number of historical scenarios for these rules are available on my website at [www.legio-wargames.com](http://www.legio-wargames.com)



# Command & Control

In playing a game of *Malbrook*, players take the role of generals who must make decisions which will be carried out by the brigades under their command. Each command and wing must have a *leader* represented on-table. There will also be a command group representing the Marshal who commands the army. These command figures should be represented as follows:

*Major Generals* - lead a command of 2 or more brigades. Represented on table by a single mounted officer figure;

*Lieutenant Generals* - Command a wing of 2 or more commands. Represented on table by a command group of two mounted figures;

*Marshal* - A senior general (Feldmarschal, Captain-General, Maréchal etc) who commands an entire army. Represented on table by a command group of three mounted figures.

Command structures were not as formal in this period as in later years — there were no Divisions or Corps. There may be circumstances where two Marshals are present such as Vendome and Burgundy sharing command at Oudenarde; or Marlborough and Eugene at Blenheim and Malplaquet..

## Command Actions

Each leader must decide, in the Command Phase of each turn, what he will do from the following *command actions*. Lieutenant Generals and Marshals may normally take two actions (may be two of the same), Major Generals normally only one. Historically superior leaders may increase this by 1 action so Marlborough would have three actions rather than the usual two. An incompetent leader could be reduced so Burgundy at Oudenarde might have only 1 action.



**Move** up to 6 inches in the Command Phase (double if beyond 6 inches of enemy). This can include *attaching* to, and/or *detaching* from, a brigade. The leader may move again in the movement phase either independently (if detached) or with the brigade to which he is attached. Attaching and detaching may only take place in the Command Phase. An attached leader must be in base-to-base contact with the brigade and from that point on he moves with the brigade and is bound by any combat results.

**Influence the brigade** to which the leader is attached. This will allow him to do one of:

- **Steady Troops.** Remove a Disorder Point from the brigade. If he does this, the brigade may not move or declare a charge later in the turn. A halt marker should be placed beside the brigade.
- **Inspire Troops.** Increase a brigade's combat effectiveness by 1 for each inspire action taken. An inspiration marker should be placed beside the command base to note that he is inspiring. A brigade which is being inspired will also move faster (see move distances p14)

An attached leader with two actions may chose to Influence twice. This could be to steady and inspire or do one of those actions twice.

**Issue orders** or listen them, or send messenger. Only a detached Lieutenant General or Marshal may issue new orders.

*The intervention of leaders to steady or inspire their brigades can have a significant impact as troops come into close combat.*

## Chain of Command

Leaders can only influence brigades or subordinates that are assigned to them. For example a Major General has no influence over brigades in another command. On the other hand, a Lieutenant General may influence all brigades and commands in his wing but not those in another wing. A higher level leader may re-assign troops from one leader to another during the course of the game. For example a Lieutenant General may be ordered by his Marshal to dispatch troops to join a different wing. This is done in the same way as changing orders (see below).

## Orders

Each Lieutenant General should have *Orders* from his Marshal applicable for all the troops in his wing. These orders are best indicated on a sketch map or orders of battle and will normally be one of the following:

1. Defend current position
2. Advance to and defend a specific position
3. Advance to and attack the enemy

Orders may only be changed by the Marshal who issued them. This may be done either by the Marshal being in base to base contact with his subordinate or by sending a messenger who will relay the message once in base to base contact. There is flexibility as to how these orders are executed. For example a Lieutenant General with Order #3 may chose when and how to attack and with which brigades. Likewise, when defending a position the Lieutenant General may redeploy his brigades and commands to meet the local tactical situation and attack any enemy who have taken or are threatening the position.

Major Generals do not require individual orders. All brigades which are being controlled by their Major General or a superior may move and act as the player wishes, within the spirit of their wing orders. A brigade may act contrary to its orders if it has an attached Lieutenant General or Marshal. This does not require the leader to take an *Issue Orders* command action.

## Command and control

Brigades which are within 4 inches of a detached leader (6 inches of a Marshal), are considered to be under *control* and may move and act as the player wishes within the spirit of their orders. Attached leaders only exert control over the brigade to which they are attached.

Brigades which are not under control at the end of the command phase (after all leader actions have been taken) must normally take a *Control Test* to determine their actions for the rest of the turn, even if this countermands their orders. There are, however, exceptions:

- Brigades with an attached leader are controlled by him and do not have to test.
- Brigades which are part of a continuous line, in *base to base contact* with a controlled brigade of the same command, may conform to moves made by the controlled brigade. This means if the controlled brigade halts they halt, if it moves, they move with it, if it charges they charge. They only need to take a control test if they wish to attempt any different actions.
- Brigades which form rear lines of a command and are within 4 inches, directly behind a *controlled* brigade of the same command, may also conform to moves made by the lead controlled brigade as above. In this case however the rear brigade does not charge if the lead brigade charges.

All brigades that wish to cease rout, pursuit, or looting or that charged and failed to make contact last turn; must take a Control Test even if they are under control or have an attached leader

## Control Test Procedure: Roll 1 D6

Result:

2-	Continue rout/pursuit/charge Otherwise halt	+1 to result if in Rout, Pursuit or Charging
3-4	Act as player wishes	+/-1 if leader attached
5+	Repeat last move Continue rout/pursuit/charge	+/-1 if Guns or A-B Grade

Any leader in the chain of command may exercise control over his troops. For example a Major General might use his command action to move and attach to a brigade. This means the rest of his brigades will not be under control. However, if those brigades are within 4 inches of their detached Lieutenant General, they would be considered 'under control' and would not need to take a control test. It is not possible, however, for a leader outside the chain of command to control another leader's troops.



Brigades with a Halt reaction may adjust their facing or formation to face a threat. They may not otherwise move in the movement phase and may not initiate a charge. Cavalry may, however, counter-charge if charged and, if unformed, may also evade. After combat movement is not affected.

**Tip.** The control test will not bother brigades that intend to remain halted, since all possible results will keep the brigade halted. Players should, however, make sure that if they wish to have a cavalry brigade make a new move that they do not have to take a control test since they will only have a 2 in 6 chance of getting the desired result.

### Risk to Leaders

If a leader is attached to brigade which takes a DP from fire or combat, or a casualty in any circumstances he must test to see if he is also hit. He only needs to test once for fire and once for combat regardless of the number of DPs inflicted on the brigade.

To test if a leader is hit roll one D6. 1= Hit. Roll again:

1 = Killed

2-4 = Wounded. Lieutenant Generals and higher may now make only one command decision per turn, Major Generals may no longer inspire or steady. A previously wounded leader, wounded for a second time is killed.

5-6 = Near miss. No effect

Detached leaders and messengers further than 4 inches from any friend may be fired on by foot or dismounted dragoons. If 5 or 6 rolled then he is hit and must roll again as above. Cavalry able to move into contact with a lone leader or messenger will capture him.



*Mounted French Dragoons scout a village for signs of enemy*

### Visibility

Leaders and troops can only react to, or shoot at, what they can see. Visibility is restricted to line of sight and is normally limited to 36 inches in open ground. Hills, towns, woods and formed brigades block line of sight except that:

In woods and towns, visibility is limited to 2 inches

Troops on the edge of woods and towns can see out without restriction but can only be seen from 2 inches away unless they shoot. If they do shoot then visibility is unlimited.

Troops on higher elevation (hill or fortification) can see over intervening brigades that are at least 2 inches away. They may not normally see over woods, towns or artillery that fired this turn unless it is a significantly high hill. Higher elevation increases visibility to 48 inches.

Leaders, messengers, and markers do not block line of sight and they have the same ability to see things as normal brigades.

*Unformed* troops only partially block line of sight. Troops can see anything that is up to 2 inches beyond unformed troops.

# Morale

During the course of the game brigades will accumulate *death, disorder and desertion points* (called DPs). These are represented by placing a marker beside the brigade for each DP incurred. The recommended marker is a piece of gravel or cork as it can easily be picked up and does not look out of place on the battlefield. DPs can result from manoeuvre, fire, combat and morale.

Once a brigade has accumulated as many DPs as it has bases (up to a maximum of 6 DPs) any further DPs from fire, combat or morale (but not manoeuvre) will result in a casualty. Once a brigade has 3 DPs (for any reason) it no longer accumulates any more for movement or manoeuvre.



*Small pebbles placed beside a brigade make simple and unobtrusive DP markers. Alternatively a small six-sided die could be used with each pip representing a DP*

DPs can be removed when the brigade *re-dresses ranks* in the Morale Phase (see Sequence of Play p12) according to their efficiency grade if stationary and not in combat that turn:

- A-B Grade: 1, +1 additional if not under fire
- C-D Grade: 1 if not under fire
- E Grade: 1 if beyond 6 inches of enemy and not under fire.

To count as stationary the brigade must not have moved at any time in that turn although they may change formation or facing.

Additional DPs can be immediately removed by an attached leader if he chose a Steady Troops action. He may do so even if the brigade is in combat, moving or is under fire.

A brigade's morale and good order is further affected by the following events:

- Each lower grade brigade *routing* or *destroyed* within 6 inches = 1 DP
- Their Lieutenant General or Marshal killed or routing within 6 inches = 1 DP
- Each equal/higher grade brigade of foot retiring within 6 inches = 1 DP
- Each equal/higher grade brigade *routing* or *destroyed* within 6 inches = 2 DPs
- Ride-through* enemy after combat = -1DP
- Advance to *take the position* after combat = -1DP



# Sequence of Play



All actions are conducted alternately with both sides completing each phase in the sequence of play before moving to the next.

In an attack scenario, the attacker moves first on turn one.

Thereafter, and in other circumstances, dice to determine who moves first by rolling one D6. Add 1 to the die roll if the army is commanded by an exceptional Marshal whose command group is on-table.

The high score decides whether to go first or second. Once this has been resolved the players keep the same order for all phases in the turn.

All actions are carried out from right to left except that where brigade moves intersect, the lead brigade may move first.

Combat is resolved simultaneously.

*Close combat between  
Dutch and French Foot*

The game sequence is as follows:

**Bombardment Phase.** Guns may fire at any targets within range.

**Command Phase:** Assign command actions for each leader, indicating intended actions with markers where appropriate. Move and attach or detach leaders who are taking a move action; Move messengers. Remove DPs for brigades being steadied.

Once leader actions are complete, determine if any brigades are not under control and take required control tests.

**Movement Phase.** Brigades and leaders which are allowed to move may do so. Command bases may move freely in this phase whether or not they took a move action in the command phase. Attached leaders must move with their brigade.

**Close Artillery Fire Phase.** Guns fire at targets up to 2 inches. They may do so even if they fired previously in the Bombardment phase unless this was at close range.

**Combat Phase.** In the following order:

- declare and execute charges and responses;

- resolve combat between brigades in *close combat*;

- conduct any moves resulting from the combat resolution.

**Morale Phase.** Re-dress ranks by removing DPs from eligible brigades which did not move are not in combat. Assign DPs for brigades and leaders that retired, routed or were killed.

**Tip** Deciding to move first or second can make a difference which is not always immediately obvious. In some cases it is advantageous to move first since this will restrict the opposing player's options. On the other hand, moving second allows a player to wait until his opponent has moved all his troops before moving himself, thereby exploiting any weaknesses and giving his opponent no opportunity to respond to his moves.

# Manoeuvre

## Brigade Formations

Guns and wagons operate as single models and have no formation. Other brigades must normally adopt one of the following formations:

*Line:* The brigade is in a single line with all bases side by side, in contact with each other, and facing the same general direction. This is the normal fighting formation which maximises the numbers of troops in action. A brigade in line may form two ranks deep as long as the formation is at least as wide as it is deep.

*March Column:* A marching formation with the brigade is in a single file with its bases one behind the other, in contact, and facing the same direction.

*Field Column.* This is a fighting column two bases wide and two or more deep. It represents a brigade deployed with its battalions or squadrons formed in depth for ease of manoeuvre. It suffers from limited numbers available to fight when in close combat. In case of an uneven number of bases, the smallest number should be in the rear-most rank.

*Unformed.* This is the status of troops without order. Dismounted dragoons, hussars and civilians are always *unformed*. Brigades which are evading, retiring, routing or pursuing, are also considered to be unformed for as long as they have that status. Other brigades, or brigades in other circumstances, may not voluntarily become unformed. Bases of unformed brigades should be spaced apart to indicate their state. As unformed brigades do not attempt to maintain any order, bases are moved individually with no penalties for manoeuvre. They are considered to be facing all-round and therefore have no flanks or rear.

## Movement

Move distances are randomly controlled by die rolls. When more than one die is possible the player must decide how many he will roll, then roll all at once. It is not permitted, for example, to roll one die then, after seeing the result, decide to roll another. Brigades must move the full amount indicated by the dice rolled except:

Brigades ordered to occupy a specific piece of terrain or fortification, or to line up with other brigades, may halt when they reach that place. This intent must be declared in advance of rolling the move dice.

Cavalry must halt at 2 inches of enemy to their front. The only way for them to move in closer is by charging (see Combat p18).

Brigades within 1 inch of enemy foot to their front, and cavalry in base to base contact are considered to be in close combat. They may not move until the combat is resolved.

All brigades may halt up to 2 inches short if their full move would force them to interpenetrate a friendly brigade; move into or across a terrain feature, or come into combat.

Brigades of the same command which are being controlled by the same leader move as a single entity using the same die rolls. This applies for brigades of a command which are not being controlled but are conforming to the movements of a controlled brigade to their front or flank (see Control Test p9). In other circumstances, brigades which are not being controlled must roll individually.

Normal moves must be in the direction of the brigade's facing with no more than 22 ½° deviation off centre.

**Double Moves.** Brigades beyond 6 inches of known enemy, or terrain which may contain enemy, move double distance as long as their move does not bring them closer than 6 inches of enemy. If their die roll would bring them within 6 inches they halt when they reach that point. This simulates the fact that is easier to manoeuvre troops further from danger. It also allows speeds up play during non-critical stages. The double move is made by rolling the normal number of dice (see next page) and doubling the amount.



**Move distances** are as follows:

*Normal Move.* Foot may move 1 AvD x ½ inch. Cavalry 1 or 2 AvD x ½ inch (player's choice). Both may add an additional optional D6 x ½ inch (but see restrictions on cavalry using a 3<sup>rd</sup> die below).

*Unlimbered light guns.* May move 1 AvD x ½ inch or pivot.

Unlimbered medium guns. May pivot up to 45° or move up to 1 inch but not both.

Unlimbered heavy guns. May pivot up to 45° but not make any other moves

*Limbered guns.* May move up to 2 AvD in good terrain, 1 AvD in rough terrain.

*Inspired brigades.* Any brigade with an attached leader who is inspiring adds ½ inch for every die rolled. Eg: a brigade which rolls 2 dice resulting in a total of 6 on the dice moves 4 inches rather than the normal 3. A brigade which rolls 3 dice with a total of 9, moves 6 inches rather than 4½ inches.

*Rough Terrain.* Guns and cavalry may not move in dense woods, very steep rocky hillsides, swamps, or built-up areas, unless on a road. Brigades moving in rough terrain are more likely to incur DPs than in good terrain (see '*disorder when moving*' below).

*Road Move.* No dice required. Foot and cavalry may move up to 6 inches if in march column and the move begins and ends on a road. Limbered guns may do the same. Unlimbered light guns may move up to 4 inches, unlimbered medium guns up to 2 inches. Double distance for all if beyond 6 inches of enemy.

*Fast Move (rout, pursuit evade and retire).* The maximum possible number of dice must be used. Add ½ inch for every die rolled in an initial evade, rout or retire move, but not in succeeding ones

*Leaders/Messengers.* Move up to 6 inches (double if beyond 6 inches of enemy) no dice required

#### **Fatigue and disorder when moving.**

*Good terrain.* Unless in in march column, or unformed, units making a diced move incur 1 DP each time a "6" is rolled when moving in good terrain.

*Rough terrain.* No penalty if unformed or if foot in march column. Otherwise:

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.

**Guns** may only unlimber if under control of a leader and may not limber up again. This reflects the fact that limber teams were civilians who would withdraw once the guns were placed.

**Cavalry** may only change speed by up to 2 dice per turn. Therefore a stationary brigade which decides to move may only roll a maximum of two dice for a normal move. The following turn it may roll an additional optional die. Conversely a brigade which moved 3 dice must move at least one the following turn unless forced to halt by a control test reaction or an impassable obstacle. A road move is considered to count as moving two dice for purposes of this rule.

**Unformed troops** manoeuvre by each base moving freely and independently without having to maintain order. Bases of the same unformed brigade may not, however, be separated by more than 1 inch. No movement penalties or DPs are incurred by unformed brigades for most manoeuvre. Unformed brigades are considered to be facing all-round.

**Skirmish withdrawal.** Hussars and dismounted dragoons may withdraw to maintain a 2 inch distance in the face of an approach by formed enemy. This is performed during the relevant enemy movement phases and has no impact on previous or subsequent movement by the hussars or dragoons. This skirmish withdrawal is optional for dismounted dragoons, compulsory for hussars. It does not apply for mounted dragoons.

**Merging and Splitting Brigades.** Two or more brigades may merge to form a new single brigade by moving into base to base contact with each other. The new brigade will take on the DPs of the component brigade which has the most.

A brigade may also split into two or more smaller brigades by simply moving apart. In doing so each new brigade takes on all the DPs of the original parent brigade.

## Manoeuvre.

**Wheel.** This is the usual method of changing the direction of a brigade's facing. It is conducted as a normal move. The brigade first rolls dice to determine the move distance. It then pivots on one end of the line and measures the distance moved by the outside base. If any distance remains, the brigade may move forwards normally up to the full allowance. Only foot in line may perform a backwards wheel with one or more of the brigade's bases in order to refuse a flank. Cost: 1 DP if in line within 6 inches of enemy, No penalty if in column or unformed. Move at  $\frac{1}{2}$  speed if wheeling backwards to refuse a flank.

**Formation Changes.** These are done by re-arranging the brigade's bases on the spot, into the appropriate formation. This takes a full move and costs 1 DP if within 6 inches of enemy;  $\frac{1}{2}$  move and no DPs if further away. It is possible to conduct a double formation change eg: change into column facing the flank then expand back out into line. This takes a full move but does not incur a second DP.

**Re-form Unformed troops.** The brigade must first be free of whatever caused it to become unformed. This means they must have ceased pursuing or routing (see Combat p21). If these conditions have been met, the brigades bases may be re-arranged on the spot into either line or column, facing whichever direction the player wishes. It takes one complete move. No DPs are incurred by this action.

**Unlimber Guns.** This takes 1 move and 1 DP (2 DPs if under fire). Once unlimbered a gun may not limber up again.

**Crossing Major Obstacles.** This takes  $\frac{1}{2}$  move, regardless of the size of the obstacle. It causes formed brigades to incur 1 DP (2 if under fire). Some obstacles such as *chevaux de frise* which are more difficult for cavalry cause 2 DPs if cavalry cross them (3 if under fire).

**Minor obstacles** such as shallow streams or rivers without significant banks could instead be classified as rough terrain.

**About Face.** This involves turning the brigade around to face the rear. It takes  $\frac{1}{2}$  move and costs 1 DP if cavalry within 6 inches of enemy or if foot under fire. This is the only turn allowed by brigades in line or column. Turns to the flank are not possible although a brigade in line could form a column facing the direction of either flank, conducting such a move as a formation change (see above). As unformed brigades are considered to face all-round they do not need to 'about face' to change direction.

**Incline.** This is only allowed by A-C Grade foot in line. It is conducted as a normal move with the brigade moving up to  $\frac{1}{2}$  its allowance to the side and an equal amount forwards. It is possible to combine an incline with forward movement. For example a brigade rolling a 3 and a 4, giving it a movement allowance of  $3\frac{1}{2}$  inches, may elect to incline 3 inches ( $1\frac{1}{2}$  sideways and  $1\frac{1}{2}$  forwards) then move the remaining  $\frac{1}{2}$  inch forwards. It is not possible, however, to do this the other way around and move more to the side than forwards. No penalties.

**Side step/Step back.** This is only allowed by A-D Grade foot in line. It is conducted instead of a normal move, by moving up to 1 inch back or sideways (no dice required). One or two bases of a brigade may step back while the rest remain in place in order to refuse a flank. Takes 1 full move.

**Mount/Dismount.** Only allowed by traditional style dragoons. Replace the mounted troops by figures on foot (or visa versa). Takes  $\frac{1}{2}$  move and 1 DP if under fire. Dismounted dragoons should have a horse-holder marker placed where they dismounted to indicate their status the location of their mounts. Horse-holder markers may either stay in that location or withdraw up to 6 inches to a safer place. The horses may not move again on their own. In order to remount the dragoon brigade must be within 1 inch of the horse-holder marker,

**Passage of Lines.** No penalty if none are routing and one remains stationary and did not fire in the turn another brigade moves through. No penalty if moving through guns that did not fire this turn. Otherwise this causes 1DP to be incurred by each formed brigade involved.

**Passing a gap.** Brigades in line wishing to pass through a gap narrower than their frontage must either:

Reduce frontage by up to half, pass through, then expand immediately back to original formation. This incurs 1 DP if within 6 inches of enemy and reduces move foot move by  $\frac{1}{2}$  ; or

Change formation into march column or field column then pass through.

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



# Artillery Fire

**Eligibility to Fire.** Unlimbered guns may normally open fire on targets to their front which are in range. They do this in the bombardment phase at any targets in range and in the close artillery phase at targets within 2 inches.

Targets must be to the firers front and within 45° of centre. Where several possible targets are available, guns must fire at the nearest, except that guns which are under control of their leader may choose to engage a priority target rather than the nearest one.

Howitzers and mortars may fire indirectly, otherwise targets must be in line of sight.

Musketry by foot and pistol fire by cavalry are taken into account in the Combat Phase.

**Direct Fire.**

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

*Note:* Ranges are also limited by visibility. Target must be beyond 1 inch of friends.

Roll 1 D6 per gun model, modified as below:

Heavy Gun	+1	Target column, limbered or enfilade	+1
Light Gun	-1	Target in fortifications	-2
Each DP on firing guns	-1	Target in fieldworks	-1
Target beyond effective range	-1	Same target and range	+1
New target	-1		

**Results**

**Close Range:** 2-3 = 1 DP; 4-5 = 2 DPs  
6+ = 1 DP and 1 casualty

**Effective Range and Beyond** 4+ = 1 DP



*Guns may shoot in the bombardment and close fire phases. Musketry is resolved in the combat phase*

**Indirect Fire.**

Select the intended target up to 36 inches away and beyond 2 inches.

Roll a scatter die. If on-target then 1 DP inflicted. If off-target the shot lands 1 D6 x ½ inch off target in the direction indicated by the scatter die. 1 DP inflicted on any troops, enemy or friendly, where the shot lands.

# Close Combat

**Initiating Combat.** *Close combat* represents foot shooting at each other at effective musket range or cavalry closing with swords and pistols. Foot come into *close combat* by moving to within 1 inch of an opponent to their front in the movement phase. Cavalry may not move closer than 2 inches of enemy in the movement phase. They must charge to come into close combat.

**Cavalry Charges.** A charge is a move by cavalry with the intent of closing with the enemy. It is an additional move in the combat phase and may be made by those who also moved during the movement phase. At the start of the Combat Phase, each player must declare which of his cavalry brigades will initiate a charge. This is done in turn, starting with the player who has initiative. After both players have made their declarations they determine responses to enemy charges and roll dice to determine charge movement. Players may not voluntarily cancel previously declared charges, nor add new ones, based on their opponent's responses or the result of their movement dice. A charge may be declared at any distance from the enemy but will be determined by the move dice. Any number of brigades may be combined into a single body for a charge.(see merging and splitting p.13).



*Cavalry must charge in order to come into close combat*

**Charge Move.** To conduct a charge a brigade must roll at least one move die and must move up to the maximum rolled or into contact, taking any DPs for fatigue and disorder from their move dice. The charging player declares how many dice he wishes to roll and may not later add more if he fails to contact. The full distance rolled must be moved until contact is made. The move must be directly to the front, up to 22½° off centre. No manoeuvre or formation changes are allowed in the charge move.

**Failure to contact.** If the chargers fail to contact they may move normally the following turn. However they must take a control test (even if otherwise under control) and if they get other than an 'act as player wishes' result they must attempt to charge again.

**Charging à l'outrance.** Charging à l'outrance represents a charge with swords only without pausing to fire pistols. It gives greater initial impetus in combat but makes the brigade liable to greater disruption from enemy fire if it does not succeed. Normally only hussars and new style horse have the option of charging à l'outrance (see p4). Some new style dragoons that operate exclusively as cavalry may also charge à l'outrance.



**Charge Responses.** If not charging themselves, a brigade that is charged by enemy must make one of the following responses:

**Counter-charge.** Cavalry may counter-charge if charged. This is done by moving directly forwards to meet the chargers. They must decide whether or not to counter-charge before their opponent declares how many dice he will use for his charge move but before the dice are rolled. If they decide not to countercharge and the chargers reach them, they receive the charge at the halt. Counter-charging brigades must roll move dice taking any DPs into account. Counter-charges may never be *à l'outrance*.

**Evade.** Unformed cavalry who are charged may make a full fast move away from the chargers to *evade* contact (even if they moved in the movement phase). This costs them 1 DP.

**Stand to Receive.** In all other cases brigades who are charged must stand to receive at the halt. Foot who stand to receive a charge from over 2 inches away may step-back an end stand or about face to to refuse a flank or meet a charge from the rear. They may not do this if the charge started at 2 inches.

**Foot Advancing into Contact.** In this period foot would rarely close to actual contact with enemy. Rather, they would fire away at very close ranges until one side gave ground. Once a foot brigade has advanced to within 1 inch of enemy to their front during their movement phase, they are considered to be engaged in close combat. They never charge.

*Note:* If a unit of foot advances to within 1 inch of cavalry in their movement phase the cavalry will potentially be in close combat. The cavalry still have the option of charging in the combat phase. Hussars and other unformed cavalry may also evade.



*Foot come into combat when they move to within 1 inch. Cavalry must charge. Guns are abandoned by their crews*

**Flanking musketry.** A brigade wishing to pass by the front of enemy foot within 1 inch to its flank (without coming into base to base contact) will take fire without responding. The enemy chooses at which point in the brigade's move they wish to give fire. The brigade must halt its movement at that point. In the combat phase the enemy roll 1 D6 for each base within 1 inch, inflicting 1 DP for every 4-6 rolled. The following turn the brigade may move freely without again taking flanking fire from the same enemy.

**Guns in Combat.** If guns come into close combat, the crews will abandon their them and seek refuge with the nearest friendly brigade in the combat phase. If the guns did not fire in the bombardment phase they may do so in the close fire phase before the crew abandon their guns even if enemy foot advanced to within 1 inch in that turn's movement phase. If there are no friends within 2 inches the guns will be captured and the crews *eliminated*.

**Reinforcing a Melée.** Brigades in combat may be reinforced by moving a new brigade up into base to base contact with the rear rank. This is done in the moment phase and results in the two brigades merging onto a new single new brigade. This gives a bonus in combat for being supported and allows casualties to be taken from the rear rank.

## Combat Resolution:

Civilians who come into combat are automatically eliminated. Guns are abandoned by their crews.

In other cases combat is worked out as follows:

**Roll 1 D6 for each base in combat** Add or subtract dice for the following:

- +2 A Grade
- +1 B Grade
- 1 D Grade
- 2 E Grade
- +1 leader(s) inspiring (+1 for each inspire action)
- +1 advantage of ground such as uphill or defending the edge of a town or wood
- 1 opponent defending fieldworks (in addition to advantage of ground if appropriate)
- +1 if charging or pursuing
- +2 if charging à l'outrance against cavalry or unformed foot only; or if cavalry pursuing
- +1 If supported (not combined with à l'outrance, pursuit, or platoon fire)
- +1 For every 3 bases of platoon-firing foot in single line against infantry
- 2 Foot that moved this turn and are charged by cavalry
- 2 if contacted in the flank or rear by an enemy charge originating from behind the flank
- 1 each DP

A **Hit** is scored:

for every 6 rolled if unformed, in march column or attacking fortifications.

for every 5-6 rolled in other circumstances.

**Supported.** Brigades count as supported if they are facing their opponent, are 2 or more ranks deep, and the second rank has at least half as many bases as the front rank. The supporting rank could be either from the same brigade (eg: in field column) or from a separate brigade that is in base to base contact with the lead brigade (eg: having reinforced a *melée*). If from a separate brigade, the brigades are considered to have been merged into a new single brigade.

Cavalry charging *à l'outrance* and foot giving fire by platoon never count as supported regardless of the number of ranks.

**Bases in Combat.** Foot and dismounted dragoons, count all bases within 1 inch of enemy to their front and out to 45° from the flanks. Only front rank bases are counted. Gun bases do not count as their crews will have abandoned them. To count, the bases must be facing the enemy.

**All factors are cumulative.** For example a cavalry brigade pursuing gets a total of +3 dice: +1 for pursuing; and another +2 for cavalry pursuing.

**Multiple brigade combats.** If two or more brigades on the same side are involved in a combat:

count the grade of the majority or, if equal, the average grade, round up.

add the DPs on all brigades and divide by the number of brigades, round up.

**Casualties.** This causes a base to be removed from play. If two or more ranks deep casualties are taken from the rear rank. If in a single line they are removed from the outer flanks.



## Combat Results

Compare the difference between the total hits on each side and take the following results:

<b>+7 Breakthrough</b>	<b>0 DPs</b>	C-E Grade troops must <i>pursue</i> . Others may take <i>any permitted after combat action</i> . Cavalry who elect not to pursue take 1 DP.
<b>+4/6 Victory</b>	<b>1 DP</b>	Cavalry who charged and failed to defeat foot (-5/-6 result) must <i>retire</i> . Other C-E Grade troops must <i>pursue</i> . Others take <i>any permitted after combat action</i> .
<b>+2/3 Success</b>	<b>1 DP</b>	Cavalry who charged foot <i>retire</i> . Dismounted dragoons and foot facing cavalry <i>remain in place</i> . Cavalry who charged only guns <i>ride-through</i> . Others take any permitted after combat action.
<b>+1/-1 Inconclusive</b>	<b>1 or 2 DPs and 1 Casualty</b>	Cavalry who charged foot <i>retire</i> . Cavalry who charged à l'outrance against dismounted dragoons or a single rank of enemy cavalry, <i>ride-through</i> . In other circumstances choose to <i>remain in place</i> or <i>retire</i> .  Take <b>2 DPs</b> if charged a l'outrance. Otherwise take <b>1 DP</b> .*
<b>-2/-4 Driven Back</b>	<b>2 DPs and 1 Casualty</b>	Foot charged by cavalry only <i>remain in place</i> . Others <i>retire</i> (guns in this case, are abandoned but crew not killed).
<b>-5/-6 Defeat</b>	<b>2 DPs and 2 Casualties</b>	Guns abandoned and crew eliminated. Others <i>retire</i> .
<b>-7 Break</b>	<b>3 Casualties</b>	Guns abandoned and crew eliminated. Others <i>rout</i> .

\*The extra DPs account for those closing with cold steel taking fire on the move in.

**Guns** If guns are deployed up to 1 inch in front of friendly foot, the crews will automatically abandon the guns and seek refuge with the supporting foot as soon as enemy come into combat. They may re-crew the guns if the enemy are driven off. Abandoned guns remain in place and may be brought back into action by the gun crew returning if no formed enemy are within 2 inches and the crew were not killed. Abandoned limbered guns may be taken over if the enemy detach one base to do so.

### Actions Resulting from Combat.

All brigades in combat must take one of the actions listed on the following page. These are conducted immediately with the losing brigade moving first. In an inconclusive action where there is more than one option, the player who had the lowest result must decide first. If the result was equal the player who had initiative decides second.

A brigade able to “*take any permitted after combat action*” may choose either to remain in place or to pursue an opponent who routed or retired. Cavalry may also opt to retire and foot may opt to *take the position* abandoned by retiring or routing enemy.

Only those bases in combat and supporting rear ranks are bound by the result. Others in base to base contact on the flanks remain in place. In the case of rout, retire, ride-through, taking the position or pursuit this will cause the original brigade to split, forming two or more new brigades (see merging and splitting p.13).

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

*Take the position.* Move forward to occupy a position abandoned by retreating or routing enemy and remove 1 DP. Only allowed for foot or dismounted dragoons.

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

*Retire.* Move back a full fast move, unformed, with maximum dice. Add ½ inch for each die rolled on the initial move only. They may halt short of the full move once behind other formed friends, fortifications or obstacle. Next move phase they may either continue to retire unformed or remain in place to change formation back into line or column. Brigades unable to retire due to impassable terrain or enemy troops, remain in place and receive 1 casualty. If a retiring brigade is only partially blocked it must split so that the part of the brigade which is blocked remains in place as above and the remainder keep retiring. Retiring brigades caught by pursuers are automatically routed after the pursuers get their free hack (see Pursue below).

*Rout.* Move back a full fast move, unformed, with maximum dice until behind formed friendly foot or cavalry, or terrain obstacle, or 6 inches from enemy. Add ½ inch for each die rolled on the initial move only. Subsequent rout moves are made during opponents move phase as long as the opponent is still pursuing in order to keep routers and pursuers moving together. A routing brigade loses one casualty for each such subsequent rout move. If the routers pass a control test with an *act as player wishes* result, they may rally and change formation back into line or column. Brigades unable to move due to impassable terrain or troops, remain in place, receive 1 casualty and will surrender to any enemy within 2 inches. Routing brigades will split in the same way as retiring brigades in such circumstances.



*Rout and pursuit*

*Pursue.* Make a full fast move, unformed, in an attempt to remain in contact with opponents who retired or routed. Pursuers encountering new enemy immediately charge into them, the opponent may countercharge if cavalry.

Pursuers who catch routing or retiring brigades get an immediate *free hack*. This is worked out by rolling a D6 for every pursuing base in contact with the enemy, inflicting 1 casualty for every 4+ rolled. Pursuers of multiple battalions or squadrons who are only partially blocked by terrain or enemy will split with the blocked part halting and the remainder carrying on in pursuit.

# Definitions

The following words have precise meanings:

**Abandoned Gun.** A gun whose crew has sought refuge with a supporting brigade or which retired or routed as a result of close fire or combat. A gun crew marker should be placed with the friendly brigade and if the gun is not captured the crew may later come back and bring the gun back into action.

**Advantage of Ground.** A situation where a brigade has an obvious terrain advantage over its opponent. This might be being uphill, behind a minor obstacle or defending the edge of a town or woods etc.

**Any Permitted After Combat Action.** A Combat result in which the player may choose to remain in place or to pursue an opponent who routed or retired. Cavalry may also opt to retire and foot may opt to *take the position* abandoned by retiring or routing enemy.

**Attached.** A leader is attached if he is in base to base contact with a brigade under his command. He moves with that brigade and is bound by all combat results. Attaching and detaching may only take place in the command phase.

**Base.** A piece of card, magnetic strip or similar material of standard size, mounting a group of figures representing a battalion of foot, 3 squadrons of cavalry or a battery of 12 guns.

**Base-to-base contact.** Normally this means the bases of each brigade are in physical contact. However, for aesthetic reasons and to make it easier to distinguish between brigades, there may be a gap of up to ½ inch between brigades in the same command.

**Battalion.** A formation of approximately 600 men represented by a single base.

**Brigade.** The basic game unit representing a grouping of several battalions or squadrons that operate together.

**Casualty.** A permanent reduction in a brigade's strength by the removal of a base. In a multi-rank brigade they are always taken from the rearmost rank.

**Cavalry.** An inclusive term for horse, mounted dragoons and hussars. It does not include dismounted dragoons.

**Charge.** A deliberate move intended to close to hand to hand combat with the enemy. May only be conducted by cavalry.

**Charge à l'outrance.** Cavalry brigades charging with swords without firing pistols. New style horse some new style dragoons and all hussars may choose to do so. Others may not. Does not apply if counter-charging.

**Close Combat.** The action resulting from foot coming into effective musket range (1 inch) or cavalry charging into base to base contact.

**Column.** Includes march and field columns.

**March column:** a marching formation only.

**Field column:** a formation representing a brigade of foot deployed in depth..

**Command.** A grouping of several brigades, led by a Lieutenant General.

**Command actions.** Each leader will have a number of actions they may make in a single turn. This is normally 1 for Major Generals, 2 for Lieutenant Generals and Marshals.

**Controlled Troops.** Brigades which are being controlled by a leader within 4 inches for a Major or Lieutenant General, 6 inches for a Marshal.

**Converged Grenadiers.** A brigade made up by taking the grenadier companies from each battalion and forming them together as an elite brigade.

**Counter-charge.** A move by cavalry to meet an enemy charge that they themselves did not declare a charge on.



**DPs.** Temporary death, disorder and desertion points used to record a brigade's strength and morale

**Dragoons.** Second rate cavalry mounted on inferior horses. They usually fight mounted but traditional style dragoons may dismount to fight on foot.

**Evade.** A move to avoid a charge. It may only be made by hussars and other unformed cavalry.

**Eliminated.** Gun crews or civilians dispersed beyond recovery and therefore permanently removed from play representing their dispersal

**Fortifications.** Earthworks, stone walls, parapets and other relatively strong defences that offer good protection from fire.

**Fieldworks.** Hasty improvised barricades and entrenchments that provide a defensive barrier.

### **Fighting Styles.**

*Traditional Style:* Deep, narrow formations with foot firing by rank and cavalry discharging pistols before closing, charging at the trot.

*New Style:* Shallower, wider formations with foot firing by platoon and horse (as well as some later dragoons) able to charge *à l'outrance* with swords only.

**Flank.** The side of a formed brigade. To count as having been '**charged in the flank**' the enemy charge must have originated from *behind* the flank and some of the bases of the charging brigade must have started their charge move from behind the flank. Unformed brigades do not have flanks as they can face all-round.

**Foot.** Troops that fight on foot. This includes dismounted dragoons as well as infantry.

**Free Hack.** A quick calculation in which pursuers inflict casualties on routing brigades they have contacted.

**Halt.** Remain in the same location but may change formation or direction. A brigade required to halt should have a marker placed beside it to remind players that it may not move normally. Cavalry that are halted as a result of a control test may counter-charge if charged. They may not initiate a charge. Hussars may also evade.

**Horse.** Regular troops who fight on horseback. Does not include dragoons or hussars.

**Hussars.** Irregular light cavalry.

**Infantry.** Men that only fight on foot, excluding dismounted dragoons

**Leader.** A generic term for all leaders: Major Generals, Lieutenant Generals and Marshals.

**Line of Sight.** A direct line from the brigade in question to a specific point unblocked by intervening troops or terrain.

**Manoeuvre.** Changing direction or formation.

**Morale DPs.** These are DPs caused by retiring, routing, and destroyed friendly brigades or generals. They cannot be removed by re-dressing ranks in the same turn that they were acquired.

**Obstacles.** Any linear structure or terrain feature which could impede movement, This includes rivers, streams, ditches, fortifications etc.

**Orders.** General instructions given to each Major General. Individual brigades do not require orders.

**Pivot.** Adjusting a gun's facing by up to 45°

**Re-dress ranks.** The removal of DPs by a brigade which remained stationary and not in combat.

**Reinforcing a Melée.** Moving a new brigade into base to base contact with a friendly brigade that is already in combat.

**Take the Position.** An option open to foot in some circumstances after combat. It allows the brigade to advance to occupy a position abandoned by retiring or routing enemy.

**Wing.** A grouping of several commands led by a Lieutenant General. Most armies would have 3 wings: right, centre and left.