

Order interpretation

Advance: Units must be in Line formation (unless allowed in the Formation rules). The Group must move at least half maximum speed or end in contact, or go to Stand orders at any point during movement. No stand may end movement further from a designated enemy unit than at turn start.

Artillery units on Advance may opt at any time to go to Stand orders if within shooting range of enemy, but not if they started this turn at Stand. Others must halt at 10cms from Massed enemy whose front is directly to the front of the Advancing unit, and go to Stand orders. Cavalry and Infantry without missile weapons must halt at 10cms and go to Stand unless they test to charge successfully in which case they stay on Advance.

Groups whose half move would bring them into contact with friends halt at 10cms distance on Stand orders.

Reserve: Groups/units may move up to maximum speed in that terrain, or half speed backwards but may not voluntarily move closer to the front of an enemy unit within 20cms, unless there are intervening friends; and/or;

Well drilled: May make any formation change and still move.

Normal troops: May change into a 1 or 2 wide column to flank, from line, or the reverse and still move or Make any kind of formation change but not move.

Badly drilled: May make a formation change or move.

Stand: No move other than move 5cms, in any direction, about face and form square. Artillery may only fire when on Stand orders, or may pivot in place instead.

Retreat: Move at least half maximum speed, ending further from the nearest enemy than at turn start. End facing in the same or opposite direction. Poorly drilled always end move facing the opposite direction.

Rout: Move at Rout rate (see later) in the first move, then at maximum normal speed +2cms towards the table edge along the fastest route. They may not fight, but count as combat value 0. Stands may be moved as separate units in Rout, to enable them to pass through gaps etc, but they must retain contact with each other, even just corner to corner while routing.

Unit type	Formation	Movement	Melee factor	Shooting ranges		
				Short range	Long range	Extreme
Heavy Cavalry	Massed	30cms	4 (3 versus Infantry)	-	-	-
Medium Cavalry	Massed	30cms	3	-	-	-
Light Cavalry	Light	40cms	2	-	Bows- 5cms	-
Light Cavalry (a)	Massed	40cms	2	-	-	-
Heavy Infantry	Massed	20cms	3 (4 versus Infantry)	5cms	10cms	-
Medium Infantry	Massed	20cms	3	5cms	10cms	-
Militia	Massed	20cms	2	-	10cms	-
Light Infantry	Light	24cms	2	-	10cms	-
Riflemen	Light	24cms	1	8cms	15cms	20cms
Heavy Artillery	Massed	20cms	1	15cms	40cms	60cms
Medium Artillery	Massed	20cms	0	10cms	30cms	60cms
Howitzers	Massed	20cms	0	15cms	40cms	60cms
Light Artillery	Massed	24cms	0	10cms	30cms	-

Bows shoot as Militia, Spears etc shoot with a short range of 2cms and a long range of 8cms.

NB: All infantry moves at 24cms if in column on Reserve orders.

: Badly drilled troops and Militia only wheel at half speed.

: Well drilled troops may incline march at 45' to their facing, at up to full speed.

: Normal troops and Cavalry may incline march at 45' to their facing at half speed.

: Badly drilled troops and Militia may not Incline march at all.

Shooting:
-2: Firing at Extreme range.
-1: Poor shots, or other shooters not on Stand orders and stationary.
: Shooting at long range.
: Target in soft cover v small arms, or hard cover v Light/Medium Artillery.
: Target is Light Infantry.
: Light infantry and Light Cavalry shooting.
: Shooting unit Disordered.
+1: Artillery (not Howitzers) shooting at column/square.
: Artillery shooting at 5cms or less.
: First shot this day by massed muskets.
: Muskets firing at short range.
: Per extra stand shooting at target unit.

Method:
Shooting unit (or stands) throws 1D6.
Modify the scores with shooting modifiers
check result;
A score of 4 Disorganises
A score of 5 kills 1 stand.
A score of 7+ kills 2 stands.
A score of 10+ Kills 3 stands
NB; Units taking casualties are Disorganised as well.

Quick reference sheet for
New Style 7-year war rules
Version 2.1

Melee chart: Throw a D6 for each unit/part unit in contact

+1:	<ul style="list-style-type: none"> Unit has High (or Very High) morale. Fighting against flank or rear of enemy unit. Massed Infantry v Cavalry if in square, or 3+ deep column to front. At least 1 overlap in support (unless enemy in Square/ Buildings) :Note that overlaps count against 1 enemy unit per combat phase only, and troops in Retreat or Rout may not count as overlaps. Per stand (over 1) in contact.
-1:	<ul style="list-style-type: none"> Per point lower combat value than opponent Disorganised Poor Morale Massed, fighting in type 1-3 terrain, except Light Cavalry (a). Unit has Reserve or Retreat orders, or is fighting to flank/rear Enemy in buildings or behind defences, or uphill.

Result of Melee: (If Stand(s) killed, Group makes Morale check at end of melee.)

Score 5 : Kill 1 stand and Disorganise enemy unit. Score 7+ : Kill 2 stands and Disorganise enemy unit. Score 10+: Kill 3 stands and Disorganise enemy unit

Morale For Musket/Bow armed Infantry attempting to charge frontally	
For Heavy Infantry, or others if attacking defences or troops in soft cover.	5,6 (D6)
Infantry attempting to charge in other circumstances, (or as above, if 50% casualties)	6 (D6)

Testing to rally
6+ will rally any troops 5+ will rally Massed troops Less than these scores; continue Rout

Method: Roll 2D6, and modify the result with the following;

+2	<ul style="list-style-type: none"> : Group caused more Casualties than received this phase, in Melee. : Group has Very High Morale.
+1	<ul style="list-style-type: none"> : Groups General, or C-in-C within D4 x 5cms of Group : Group has high morale. : Brave general within 5 cms of group : Uphill of all enemy, or Infantry in cover. : Per melee won by group this phase.
-1	<ul style="list-style-type: none"> : Group under short range Artillery fire. : Per 20% of Groups stands killed this battle. : If 50% of units in Group are disordered, or in disordering terrain. : Testers have Poor Morale, or are Militia in open terrain. : Testers attempting to rally from Rout.
-2	<ul style="list-style-type: none"> : Attempting to Charge enemy with higher Melee factor frontally. : Light Infantry / Militia, Charged by Cavalry in open terrain : Being Charged in flank or rear. : Per melee lost by group this phase.
-3	<ul style="list-style-type: none"> : Group attempting to Charge or Rally if at 50% strength or less.

Others Testing to Charge

6+	OK; keep current orders
4-5	Massed: Keep current orders Lights: Go to Stand
Up to 3	Go to Stand

Others circumstances, or after casualties

6+	OK; Stay at current orders.
4-5	Massed: Stay at current orders. Lights: Advance / Stand goes to Retreat. Fall back 10cms immediately.
3	Massed: Advance goes to Stand Lights: All but Retreat go to Retreat, Fall back 10cms immediately
1-2	Massed: All but Retreat go to Retreat, Fall back 20cms immediately. Artillery is Killed. Lights: Go to Rout, move immediately.
Up to 0	Go to Rout, move immediately