Seven years war
Wargames rules

Louis·XV·of·France

Elizabeth·Petrovna·of Russia

George·II·of·England

Frederick·the·Great·of Prussia

Carlos·III·of·Spain

Maria·Theresa·of·Austria

New Style Rules

Version 2.1
January 2010

7-years wargame rules New style (version 2.1)

Seven years war wargames rules – New style

(1) <u>Introduction</u>

These rules are designed to recreate warfare in the mid to late 18th century, using 15mm figures.

Armies should represent their historical counterparts in both troop type and composition, and should be based as follows;
-All stands should have a 40mm frontage

- Generals should have a 15-40mm depth.
- Cavalry should have a 30mm depth.
- Light infantry should have a 20mm depth.
- Other Infantry should have a 15mm depth.
- Artillery should have a 40mm depth

-Normally, the number of figures per base is;

- Artillery: 1 gun and crew per base.
- Light Infantry and Cavalry: 2 figures per base.
- Other Cavalry: 3 figures per base.
- Other Infantry: 3-4 figures per base.

Troop types are;

Artillery:
Deploy as batteries of 1 base, they are divided into 3 classes;

-Heavy: 12 pdr and heavier.
-Medium: 6-8 pdr.
-Light: 3-4 pdr, and brigaded battalion guns.

Cavalry:
Deploy as either full or part regiments, or as composite grouped units, as in the French army. Units normally deploy 1 base per squadron.

Infantry:
Deploy as battalions of 3-4 bases. Very large historical battalions (eg some Swiss) may opt to use 6 base battalions.

Light infantry may deploy in units of 2-6 bases, as squadrons were often split from battalions and grouped into ad-hoc units.

Generals:
Players should deploy 1 (free) Commander in Chief. This C-in-C has 1 order per turn, which he may use on any unit within range. In multi player games 2 or more wing commanders may be used instead of the normal 1 C-in C.

Several other sub generals may be chosen. They command several batteries/squadrons/battalions. Once allocated to a sub general, units can only receive orders from him or the C-in-C.

Units may be left un-commanded. These start the game with an order, but may only change that order if within 20cms of known enemy, on a D6 roll of 4+.

Units may change their order automatically if permitted in the rules (eg; going to Stand when on Advance orders)

Groups:

Individual units may be combined into groups. Individual units are considered to be single unit groups. group composition is permanent during the game unless a general adds units from another, or units within the group are completely destroyed.

Groups must be composed of either Infantry, Cavalry, or Artillery exclusively.

Groups may contain any number of units of the same generic type and morale level.

Some troops, especially if of different nationalities, may not be combined in the same group (EG; Swiss in French service).

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(2) Sequence of play

Each game turn consists of 2 alternating phases, the attacking player being the first phasing player, the defender is the second phasing player in a turn.

Phase sequence: (1) Command changes (Phasing player).
                (2) Movement (Phasing player), testing to Charge.
                (3) Shooting (Phasing player)
                (4) Shooting (Non-Phasing player)
                (5) Charge moves (Phasing player)
                (6) Close combat (Both players).

Morale checks are taken as directed, when Charging or being Charged, or as a result of combat.

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(3) Command and Control

Generals:

Generals are bought at the start of a game, and are drawn at random from a deck of counters containing a mix of Generals types. Each nationality has its own counter mix.

A C-in-C draws 3 random counters and chooses 1.

Generals are divided into 3 types;

(1) Training:

(A) Cavalry Generals: These command Cavalry and Guns as per their counter type, if commanding any Infantry, they count as Cautious and Incompetent.

(B) Average Generals: These command any troops as per their counter type.

(C) Infantry Generals: These command Infantry and Guns as per their counter type, if commanding any Cavalry, they count as Cautious and Incompetent.

(2) Psychology:

 (A) Brave: +1 to morale die results if within 5cms of the testing group.
 (B) Cautious: Count double the distance to groups if changing their orders to 'Advance'.

(3) Ability:

Competent: +1 to D4 command roll.
Incompetent: -1 from D4 command roll.

These qualities should be indicated on a counter next to the Generals figure.

Notes on Generals:

(a) Generals move at 40cms in any direction as the player wishes.
(b) They may pass through, or be passed through by friends without any restriction, and without any movement loss by either party.
(c) Sub Generals may not change orders from other generals' commands.
(d) Generals may be 'Killed' if either;
      (1) He is shot at directly, or
      (2) He is within 1cm of a unit under fire or in melee.
     And: The enemy throws a 6 and you a 1 in the combat roll. (For Campaigns, wounded on a 1-4, Killed on a 5-6 (D6).

Lost Generals are replaced by a Poor General, who is placed within 10cms of the lost generals' last position, or as near as possible if enemy are within 10cms.

Orders:

All units begin the game on 'Stand' orders.
Each group must have an order at all times; either Advance, Reserve, Stand, Retreat or Rout.
Groups may only have their order changed by their General, or the C-in-C, or due to a Morale check, or as otherwise directed in the rules.

> NB: Units can be transferred from 1 command to another if the General of either Command, or the C-in-C, is within 5cms of the unit(s) and successfully sends a Reserve order to it. It then counts as a separate Group.

Some troops may change their own orders as detailed above (Un-commanded troops), but may not be commanded by any General except the C-in-C, and then only to rally from Retreat.

Units forming part of a group may never voluntarily end a move phase with more than 1cm between base edges of at least 1 other unit in the group. Units composing groups must move the least distance possible sideways freely to maintain the 1cm gap if casualties on a unit cause a gap greater than this to occur. Groups must be composed solely from units side-by-side, or slightly echeloned, or in column of units if (on Reserve orders only.)

IE;
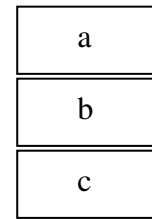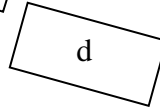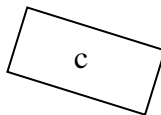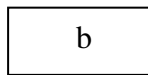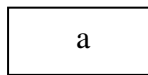
Both groups of units are all ok
if gaps are up to1cm.

Each stand must always be in base-to-base contact with at least one other stand in the unit. If a stand is lost in the middle of the unit, thus creating a gap, this gap is filled in by moving a stand from a rear rank, or the same rank if Lights or Cavalry, or by moving other stands in the same rank inwards to contact. Filling a gap, except from a rear rank, is neither possible, nor permitted to stands in contact with an enemy unit.

Changing Orders

At the start of the Command Changes phase, the active player throws a D4 for each of his Generals;

Competent Generals add 1 to the score.
Incompetent Generals deduct 1 from the score.

Each General may now attempt to change the orders of any group or attempt to reorder a unit under his command. He may make as many attempts as his modified D4 scored, but may not attempt to prompt any group/unit more than twice this phase.
The C-in-C may attempt to prompt any group/unit even if has been prompted twice already by its own General.

To change a Groups order or correct a unit's disorder or prompt a Group to rally throw 1D6: The order is changed, or Disorder corrected or Rallying prompted:

If the distance from the edge of the Generals stand to the exact centre of the target group/unit is within:
The D6 roll x 10cms,or
D6 roll x 5cms if the group/unit is out of sight of the General.

NB: A D6 roll of 6 always succeeds, a D6 roll of 1 always fails

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Visibility:

Troops in concealing cover may stay invisible to troops outside until they come within 5cm, or the hidden unit shoots or moves.
 If troops so hidden fire at troops who have approached their position to within 5cms, the target unit halts, and may return fire only after the hidden unit has fired.

Order interpretation

Advance: Units must be in Line formation. 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 may 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 enemy 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 range
Heavy Cavalry	Massed	30cms	4 (3 versus Infantry)	-	-	-
Medium Cavalry	Massed	30cms	3	-	-	-
Light Cavalry	Light	40cms	2	-	(Bows only) 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	-

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.

Formations allowed:

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    XX (Line Infantry)        X (Column)    X        (Square)    XX (Double
    XX                        X             X   X                XX   column)
                              X                 X                XX
                              X
    XXXX
(Cavalry and Light infantry)
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Column and Double column is only allowed on Reserve orders, unless unit is Cavalry, or Light Infantry, which historically did so, and on 'Advance' Orders.

Square can only be adopted on Stand or Reserve orders.

Casualties can make formations of line Infantry etc 1 deep. This is allowed.

Terrain effects on movement: (Units slowed while moving always count disorganised.)

Type 0: (Low, even hills)	Artillery ; Half speed.
Type 1: (Open woods, Linear obstacles, low hills ; - ¼ speed Scrub, brush etc)	
Type 2: (Normal woods, steep hills, marshes etc) ; - ½ speed	
Type 3: (Built up areas, River crossings etc) ; - ¾ speed ; -6D4 movement	

Movement

Light through light –   No penalty.

Routing through any –   No penalty for Routers, interpenetrated unit goes
                                         to Stand orders.

Retreating through any-   Goes at Half speed, Interpenetrated unit is disordered.

Light and Massed–   Both parties go to Stand, or Reserve orders immediately
interpenetrating   after passing through each other.

Massed through Massed –   Only allowed if Routing or Breaking through (see
                                         later), or to pass through Artillery at Stand, in
                                         which case both parties go to Reserve Orders.

NB: If a unit ends its movement partially through another unit, each stand may make the
minimum movement necessary to be placed alongside the interpenetrated unit.
This means the penetrating unit may end placed split on either side of the
interpenetrated unit. All future movement of this split unit is measured from the front
element, and must be made before the Interpenetrated units next movement

NB: Light Infantry and Cavalry (Not Light Cavalry (a)) must fall back 10cms in advance of
Massed advancing enemy in type 0 terrain, up to their normal move rate of movement on
Reserve orders. If the enemy would catch them they must make an additional Evade move,
being destroyed if they are contacted, ending on Reserve if they are not.

Movement when in melee:

Units charged from flank or rear may form square (if on Stand orders) or turn any
unengaged stands to face (in a 1 wide column). (These turn back freely if the attack is
repulsed)

If they; (a) Pass their being charged morale check.
And; (b) Score on a D6;

3+: If well drilled.
4+: If normal drilled.
5+: If poorly drilled.
6+: If Artillery/Militia.

Units charged from rear may turn any rear or unengaged stands to face instead of
flank stands and are morale checked and act exactly as if having been charged in
flank.

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Stands may not normally otherwise move when the unit is in melee, except when;

(a) Stands from anywhere in a rear rank may fill gaps caused by casualties immediately, after the required morale checks are taken.

(b) In addition, Cavalry and Light Infantry units in melee, may move unengaged stands from any rank in their own movement phase, either to replace casualties or to form a rear rank behind a front rank stand in melee, or fighting as an overlap.

(c) Cavalry, which has successfully tested to charge may detach stands which contact enemy and continue moving. Stands so detached continue to fight until killed, or they lose contact with the enemy, after which they are removed from play (or rejoin the parent unit if within 10cms). Detached stands do not check morale, but count as a percentage strength loss to the parent Group.

(5) Shooting

Ranges	Short	Long	Extreme
Muskets	5cms	10cms	-
Rifles	8cms	15cms	20cms
Light Infantry	-	10cms	-
Militia	-	10cms	-
Heavy Artillery	15cms	40cms	60cms
Medium Artillery	10cms	30cms	60cms
Light Artillery	10cms	30cms	-
Howitzers	15cms	40cms	60cms
Mounted bows	-	5cms	-
Bows	-	10cms	-
Spears	2cms	8cms	-

Method:
Shooting unit (or stands) throws 1D6.
Modify the scores with shooting modifiers and 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.

Shooting die modifiers:

-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.

Artillery bounce through:

Except at Short range, any enemy unit within 10cms of the rear of a unit hit by Artillery (not Howitzers) and on a direct line through the centre of The hit unit, is also diced for, as though shot at directly.

Shooting rules:

    (a) Artillery may choose to shoot at any target within 45' of straight ahead, though if within 15cms of enemy, they must shoot at the nearest enemy or the enemy posing the greatest threat to them.

    (b) Artillery may only shoot if they did not move (apart from rotating on Stand orders) in this or the previous game phase (IE: 1 complete turn).

    (c) Small arms may only shoot at targets at least partially in front of their stand, or of an area 1 base width either side of the shooting stand.

    (d) Shooting is not allowed to any stands that turned to face a charge this phase.

    (e) Shooting is only possible if all of shooting stands front can see a complete edge of the target stand.

    (f) Howitzers may shoot at targets they cannot see, but count the range as 10cms further.
Stands may not normally shoot over other units (unless they are light infantry, and these then count as shot at as well) unless they are Artillery To/from a hill, and there are no friends within 10cms of shooters or target (5cms for Howitzers).

    (g) Woods limit visibility, and hence shooting to 5cms in a wood, and to/from within 1cm of the edge of the wood. Troops in woods are otherwise invisible from outside.

    (h) Towns hide troops completely from over 5cms away, but shooting troops can be seen at normal distances if firing from the edge. Shooting within a town is part of melee and is not calculated separately.

    (i) Unmarked Hills have ridges half way across from any direction, units may see each other across the ridge at 5cms, though troops over the hill may not otherwise be seen or shot at.

    (j) Troops may fire at enemy charging from 5cms or further away, and count as firing at 5cms. Troops shooting in support have the same restrictions, but measure distance from their relative positions. Overhead shooting in support is allowed, but only if the overhead shooting rules are also satisfied.
Troops being charged may only shoot if their 'Being charged' morale check is better than 'Go to Retreat'.

    (k) Stands may not be shot at if adjacent to a stand in melee, or in melee.

   (l) Groups taking Casualties test Morale when shooting phase ends

6: Melee:

The system used to resolve close combat is as follows;

a) All units intending to make contact with enemy units and which have sufficient move remaining from their normal movement to contact enemy during their Charge move phase are Chargers, and must test morale for 'Charging'.

b) If successful, the target(s) of the charge must test for 'Being Charged'.

c) If still able to make contact, the charging units move into stand-to-stand contact with the target units, and may pivot/move sideward the minimum distance necessary to align their stands edge to edge and at least 1 corner to corner in contact.

d) If contacting a unit which lies at an oblique angle to the axis of the charge, i.e.:
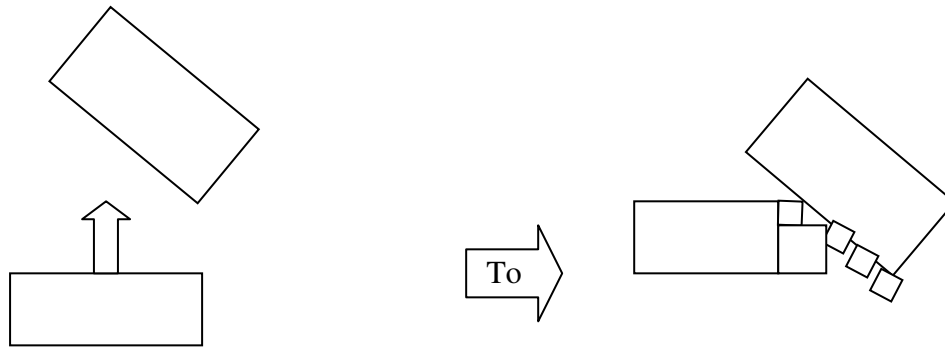
- ❑ If sufficient move distance, pivot charging unit to align with elements of charged unit.
- ❑ If insufficient move distance to make contact fully, Chargers may halt (at Stand) 3cms short of the target unit, or may make partial contact with the target by pivoting stands as they make contact (as in diagram above).
    - ➢ Note that in the diagram, the charging unit has 3 stands in contact, but the target has an overlap on the last stand to make contact.
    - ➢ In a subsequent move, the Attacker will move the rest of the unit to contact with the target by pivoting the unit and correcting the stand alignment to a legal formation

e) If the target of the charge is Light Infantry, or Light Cavalry (Not (a)), they may (or must – see above) evade a charge if they are unable to fall back sufficiently and they score better than 'Go to Retreat on their 'being Charged' morale check. They always have the option of standing and instead of evading in type 1-3 terrain, or versus light Infantry/Cavalry. Evaders move an additional;

Light Cavalry: D12 cms. End move at Reserve orders, Rout if contacted.

Light Infantry: D6cms. End move at Reserve orders, Rout if contacted

Falling back light troops may not shoot in that turn, but supporting units may. If charged by multiple enemy units, the following rules apply;

(1) The evade move is made away from the nearest charging enemy, and along the line of their charge.

(2) Move this charge and evade first, any other charges which are still able to contact evaders are now made: if any units on advance orders are unable to contact, they go to Reserve orders instead of moving, other chargers only do so if unable to move the minimum distance required by their orders.

f) If charging the flank of an enemy unit, count only 1 stand in contact with the enemy any other stands in contact or adjoining stands in contact count as an overlap. Units count as charging a flank if any part of the charging unit starts the charge move behind a line extending across the nearest edge of the target unit

<u>Melee chart</u>:

A D6 is thrown for each unit in contact, and by its opposing unit. As with shooting, if a unit fights against 2 or more enemy units, count the unit as several different units, with stands fighting against the nearest enemy unit. Modify the results with the following, and compare the scores;

+1:	• 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	• Per point lower combat value than opponent
-1:	• Disorganised (except by terrain)
	• 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 at least half the unit is uphill.

<u>Result of Melee</u>:

Score 4 : Disorganise enemy unit.

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

If Stand(s) killed or Disorganised, Group makes Morale check at end of melee.

- Charging Cavalry which scores more on their modified die result than their enemy will break through them if;

    (3) Both are in line, <u>and</u>

    (4) There is space to place the stands beyond the broken through unit.

    If these conditions are met:

    - o Cavalry are moved forward another 6+D6cms, if they meet fresh enemy, they count at Advance orders, but do not need to test Morale to charge.

    - o Enemy units contacted by them check morale as being charged.

    - o If the Cavalry do not meet any enemy during their break through move, they end the move at Stand orders. Squares broken through are scattered and the unit removed from play.

    h) Groups which cause all their enemies to Rout need not pursue unless Cavalry, but may move into the space/building vacated by the retreating unit(s), should they wish to.

7: Rout and Pursuit

Artillery which scores less in combat than its opponent is killed instead.

Routers move at the end of the combat round in which they retreated. Routers make a free 180' turn away from the enemy, then make a Rout move away from them.

Routing units need not retain strict formations, but must retain at least 1 corner-to-corner, or edge-to-edge contact between all of its stands, and units.

In subsequent movement phases made by the enemy player, Routers move at normal speed, on the most rapid route towards their own side of the table edge (either base or side edge), avoiding any enemy not in Retreat by 5cms.

Routers unable to outpace pursuers, or without a route free of enemies at least 10cms wide to their half of the table surrender instead, and are removed as though killed after the enemies next combat phase if the enemy are still in contact with them.

Note; surrendered troops cannot be fought, and rally at Reserve if the enemy in contact with them do anything but Stand and shoot.

1st Rout move: Cavalry: 30 + D10cms.

: Infantry 16 + D6cms.

Pursuers are Cavalry (or Infantry of desired) groups whose frontal opponents all rout, they follow these rules;

(a) Pursuers move after Routers, on Advance orders. They move a pursuit move in the phase the enemy Routed, and in their side's subsequent movement phases, like Routers, and before any other movement.

(b) If Pursuers meet fresh enemy during their pursuit move, the enemy must test to be charged as normal. Any Retreat or Rout moves resulting from this melee are made in the following movement phase. Artillery contacted in Pursuit may be fought, or passed through. Passed through Artillery tests to be charged as normal, but simply goes to Reserve orders as a result of the pass through. The Pursuers continue their move as though the passed through unit did not exist.

(c) Pursuers fight each turn they are in contact with the pursued, and continue till they score a 1-3 (D6) on any subsequent movement, or all the Routers are killed, or they get a Retreat or Rout morale result, in which case they end the move at Stand orders.

1st Pursuit move: Cavalry; 28 + D10cms. Subsequent moves at Maximum move rate.

: Infantry; 14 + D6cms. Subsequent moves at Maximum move rate.

Rallying from Rout:

Routers may attempt to rally if they receive an order, and then pass a 'Testing to Rally' Morale check, though not if within 10cms of visible enemy.

NB: Routers and Pursuers always act in groups.

Disorder:

Units are Disordered if any of the following apply:

(1) As a result of a combat casualty or result.

(2) If units Rout, Retreat or Break through another unit, both units are disordered.

(3) While moving in terrain of level 1 (2 for lights) or above, and until they leave it.

Disorder is otherwise removed by a unit's general sending a re-order Order to that unit (Not Group)

8: Morale

Units (Not groups) check morale when;

- Attempting to Charge, being Charged or to Rally from Rout.

- As a result of shooting casualties / melee, if directed by rules.

For Musket and 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)

For any other circumstances.

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

+2	: Group caused more Casualties than received this phase, in Melee.
	: Group has Very High Morale.
+1	: Groups General, or C-in-C within D4 x 5cms of Group
	: Group has high morale.
	: Uphill of all enemy, or Infantry in cover.
	: Per melee group has won this phase.
-1	: 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	: 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	: Group/unit attempting to Charge or Rally if at 50% strength or less.

Results: Testing for casualties, or being Charged

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.
0 or less	Go to Rout, move immediately

Testing if Charging

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

Testing to rally

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

Groups going off table:

Any Group except those which are Retreating, Evading or Pursuing may halt at the point where any of its units begins leaving the table, they are then on Reserve orders.

If they decide not to halt, or are Retreating, Evading or Pursuing, they are removed from the table when any stand begins to leave it. Units off table count as on Reserve orders even if in Retreat.

They may come back on table within 10cms of the point they left if they throw a D6 score of;

5+ If left the table un-pursued. Or for troops on flank marches.

6 If left the table followed by pursuers, or if Routers.

They return on table on a 5+ in subsequent turns except Routers, who only return on a 6.

Troops within 10cms of a returning units arrival point are moved back freely to a position 10cms away from the returning unit when first placed on the table, in any facing.

9: Deployment

Once terrain has been decided, dice for which side is the attacker;

Each side throws a D6 to determine the ability of the C-in-C;

Die Roll	Prussian	Austrian	Russian	French	Others
1	2	1	1	1	1
2	3	2	1	1	2
3	3	2	2	1	2
4	3	3	2	2	3
5	4	4	2	2	3
6	5	4	3	2	4

Each side then throws another D4, and adds this to the Generals type (above, i.e.; 1-3)

Compare both sides totals. If an army contains twice the enemy's number of Light Cavalry stands, it may count the difference as 1 less if the enemy's score was greater.

The side that now has a greater score at this point has the Initiative; the other side has lost the Initiative.

If a Draw occurs, the army with the better class General gets to be Attacker, or redice the D4 result.

The deployment of units is then made;

The side without Initiative places all its units on their chosen side of the table, anywhere except within 30cms of the table centre-line, or within 45cms of the table side edge. Hidden units are marked on a map (and must not be visible to any point on the enemy's edge of the table)

The side with Initiative places its units anywhere, but not within 60cms of Massed enemy, or 30cms of terrain which could conceivably hide them. They may deploy within 45cms of the table side edge only if their Initiative score was 2 or more greater than the enemy's. The side with Initiative may mark any hidden units on a map, as above.

Hidden units are detected if they shoot, or are in plain sight, or if within 5cms. They may stay hidden till detected or declared or deployed at any time by the owning player. If marked on a map in a wood, town or behind a large hill, they may be deployed anywhere in that terrain, so long as that spot could not have been spotted on deployment, or during the game so far. After the first move, they may be moved to an adjacent piece of terrain if they remain out of sight during the (theoretical) move.

Enemy

Area visible to enemy Deployment area

Possible area of hidden deployment
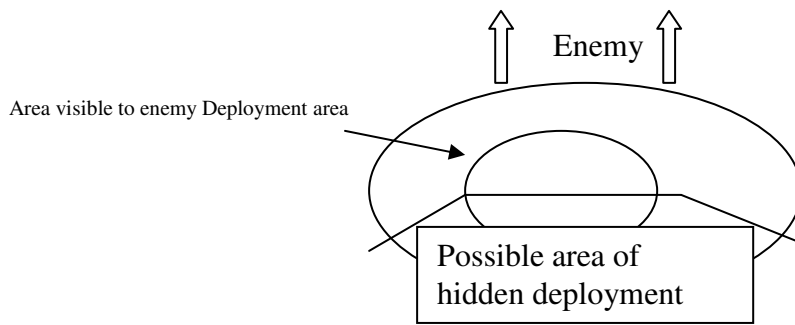
> Note that the hidden area could contain several units, or one unit could be placed anywhere in the box, in any formation, or any facing.

Hidden units may be placed anywhere in concealing terrain, initially this must be in the deployment area of his army, but after the first game turn, they may be hidden in the flank 45cms zone as well, but must be hidden by the same piece of terrain as they were on deployment.

Ottoman armies which get +1 or more on the Initiative roll may deploy flank marches. These allow units to dice for arrival as though they had gone off on Retreat, on the edge of their opponents flank deployment zone.

Ottomans always deploy in their flank zones even if they are defending.

Points system:

To provide a degree of game balance, cost your army from this chart;

Heavy Cavalry: 5 pts per stand
Medium Cavalry: 4 pts per stand
Light Cavalry: 3 pts per stand
Light Cavalry (a): 3 pts per stand

Heavy Infantry: 4 pts per stand
Medium Infantry: 3 pts per stand
Light Infantry: 2 pts per stand
Militia: 2 pts per stand

Heavy Artillery: 15 pts per stand
Medium Artillery: 10pts per stand
Howitzers: 10 pts per stand
Light Artillery: 8 pts per stand

Good Shots: + 0.5 pts per stand
Poor Shots: - 0.25 pts per stand
Rifle Armed: + 0.25 pts per stand
Badly Drilled: - 0.25 pts per stand
Well Drilled: + 0.25 pts per stand
High Morale: + 0.5 pts per stand
Low Morale: - 0.5 pts per stand
Make Militia normal drilled or
normal shots: + 0.25 pts each.

Commander in Chief: Free
Sub- General: 25 pts each

Abatis: 1pt per 4cms. Impassable to any but Infantry (-2D4cms movement)
Barricades: 1pt per 4cms. Soft cover, linear obstacle to movement.

Definitions:

Heavy Cavalry: Hard charging cavalry, all Kuirassiers and other similar troops.
Medium Cavalry: Dragoons, and other lighter cavalry.
Light Cavalry: Most hussars, and other light skirmishing cavalry.
Light Cavalry (a): Light horse preferring melee to skirmishing .(Spahi etc).

Heavy Infantry: Grenadiers, and other troops like Highlanders etc.
Medium Infantry: Massed Musketeers and Fusiliers.
Light Infantry: All skirmishing Infantry, armed with muskets, rifles etc.
Militia: Less reliable, or poorly trained troops.

Good shots: Infantry who almost always outshoot their opponents.
Poor shots: Infantry with poor fire discipline, who prefer the bayonet.
Well drilled: Troops drilled to Prussian standards
Badly Drilled: Troops noted for ponderous manoeuvring.

Artillery: All guns except for battalion guns unless these are grouped together.

High Morale: Troops noted for steadiness under fire, or courage.
Very High morale: Unusually high morale. Prussian IR 15 for example.
Low morale: Disaffected troops, or unreliable for their type.

Generals: These are representative of Group and Divisional generals.

Some examples of troop classes:

Most Prussian Musketeers: Medium Infantry, Well drilled, High Morale.
Prussian Kuirassiers: Heavy Cavalry, High Morale
Prussian Hussars: Light Cavalry, or Light Cavalry(a).

Austrian Musketeers: Medium Infantry.
Austrian Grenadiers: Heavy Infantry, High Morale.
Austrian Kuirassiers: Heavy Cavalry.
Austrian Hussars: Light Cavalry, High morale.
Grenze infantry: Light Infantry, High morale.

French Musketeers: Medium Infantry, Poor shots, Badly drilled.
Swiss Infantry: Medium Infantry, High Morale.
French 'German' Regiments: Medium Infantry.

Most early Reichsarmee Musketeers: Militia.
Good Reichsarmee Musketeers: Medium Infantry

Russian Musketeers: Medium Infantry, High Morale, Badly drilled
Russian dragoons/Horse grenadiers, Medium Cavalry.

English Musketeers: Medium Infantry.
Highlanders: Heavy Infantry, poorly drilled

<u>Terrain Rules</u>:

For normal games, use the following system- for large tables split the table in 2 and dice for each half separately.

Throw a D4. The total is the number of hills. Half are level 0, the remainder level 1. Any hills over 40cms wide are counted as 2. (If hills are placed in the same sub sector as another hill, discard the new hill and make the other hill 1 level higher instead)

Throw a D4-1. The total is the number of woods. These are level 2. Any woods over 40cms wide count as 2.

These are placed by dividing the playing area into six sectors, and then dividing these sectors into 6 sub-sectors.

Positioning of terrain is made by throwing a D6 to determine the sector, then another to determine the sub-sector in which it is deployed.

Once a piece of terrain is placed, rotate it around its centre after throwing a further D6;

1: 45' right

2: 90' right

3: 45' left

4: 90' left

5,6: Leave in place.

Once the Defender has been determined, he may purchase further pieces of terrain by swapping troops for them.

Hills cost 25 pts, or 35pts if over 40cms wide (They are of whatever level the player wishes).

Woods cost 15 pts per level (e.g.; a level 2 wood costs 40 pts, level 4; 60pts etc) +10pts if over 40cms across.

Towns cost 50 pts, and are a maximum of 40cms square.

The player places these in any chosen sector of the table, but must dice for which sub-sector they appear in.

 Rotation is diced for as normal, but the player may alter the die roll by +/- 1.