

Sequence of Play
1. Artillery
2. Movement
3. Small Arms
4. Melee
5. Command Phase

Unit Condition & Rally
<b>Staggered</b> - Unit fires and Melees at -1. Charging infantry, Staggered by a volley from its target, stops stops short 1/4" and may be countercharged by certain units (Guard, Elite and British).
<b>Fall Back</b> - Unit does not fire, it is Broken if Meleed, and is Broken if it fails two consecutive rallies.
<b>Rally</b> - Units may be Rallied from from Staggers and Fall Backs during the Command Phase. Unit is Rallied by a die roll less than its Frontal Morale. Units may NOT Rally if within Small Arms range of a Formed enemy unit.
<b>Rally Modifiers:</b> Leadership (attached): + or - Rating No enemy units within 12": -1

Movement
All Commanders..... 12"
Aides..... 18"
Infantry Line .....4" or 2" back
Infantry Column..... 6" (EXC. Columns without a stand width between move as Line)..... 4"
Skirmishers..... 6"
Cavalry..... 12"
Heavy Foot Guns..... 4"
Foot Guns..... 6"
Horse Guns..... 9"
Sidestep (Infantry only)..... 2"
<b>Wheels</b> - All Wheels (up to 45° max) cost double. When charging, Wheels must be performed first. Wheeling while following a road costs nothing.
<b>Formation Change "CF"</b> French may move and CF, or CF and move. No CF allowed if charging. Allied armies may move or CF.
<b>Command Zone</b> All units..... 12" Batteries..... NA

**Blown Cavalry** - cannot charge, must be stationary for one turn to recover.

Melee
<b>Melee Modifiers</b> Flank Support (within 1" of BOTH flanks)..... +1 (EXC. A Column supports another column only if they are a stand width apart)
Rear Support (within 4" and both units from same Division)..... +1
Square supported by another Square (within 1")..... +1
Light Cover/Linear Obstacle (Hills/Woods/Town/Fence/Stream)..... +1
Heavy Cover (Fortifications, Walled Chateau's)..... +2
Cavalry Wider than Opponent (vs Cavalry or infantry column only)..... +1
Attached Sappers attacking a town sector or fortification..... +1
Lancers versus Infantry in Open Ground..... +1
More Kills than Opponent..... -1
Staggered..... -1
Failed Volley against charging Infantry..... -1
Leadership (attached)..... + or - Leader Rating
<b>Severity of Defeat</b> Outscored Opponent - Enemy Falls Back 6" (Inf) or 12" (Cav), backs to the enemy; losers receive Kills equal to difference divided by 2, divide equally among Fall Back units. Cavalry outscores Infantry - Infantry Broken. Batteries and Squares Broken if outscored. Skirmishers CANNOT Melee.
<b>Ties</b> - Each side takes 1 Kill, recalculate modifiers and roll again.

Artillery Fire					
Battery	Range	Can	Eff	Long	Counter Batt
Heavy Foot Battery	12"/ 6"/ 6"	3-10	6-10	8-10	10
Foot Battery	12"/ 6"/ 6"	4-10	8-10	9-10	10
Horse Battery	10"/ 5"/ 5"	6-10	9-10	10	10
		9-10 = 2 Kills	1 Kill Max	1 Kill Max	1 Kill Max
Small Arms Fire					
Infantry	Range	Kill			
Volley Fire	4"	7-10 (10 is 2 Kills)			
Skirmishers	6" (Rifles 8")	7-10 (1 Kill max)			
<b>Skirmishers</b> need a 7-10 to score one kill on Skirmishers or Gunners. When targeting Formed units, the first "7-10" is a stagger. If the unit is already staggered, the first "7-10" is a Kill. May not fire through other skirmishers.					
Fire Modifiers					
Target in Column or Square				+1 (ballshot only)	
Subsequent Target behind Reverse Slope				-1 (ballshot only)	
Formed Target in Protective Cover				-1 (penetrates woods 2")	
Volley or Canister vs Formed unit behind Skirmisher				-1	
Target Skirmisher				-1 (ballshot - no effect)	
Firer Staggered				-1	
Steady Infantry (stationary infantry being charged)				+1 (Elite, Guard, all British)	

Leaders
Division/Brigade Leaders can attach to a Formed unit in the movement phase.
- a leader attached to a unit that breaks is eliminated
- if a unit is forced to Fall Back, leader is killed on a dr = 6-10
- if a unit suffers a kill from any sort of fire, leader is killed on a dr = 10

**Hasty Square** - Unit forms square if it rolls less than FMR, fights with Disordered MR if failed. +1 if charged from 6" or less. -1 if in column.

Terrain Effects Chart				
Terrain	Infantry	Cavalry	Artillery	Skirmishers
Open Ground	-	-	-	-
Road	-	-	+2"	-
Improved Road	+3" *	+3" *	+4"	-
Level 1 Hill	-	-	-	-
Level 2+ Hill	2/3 sp	2/3 sp	2/3 sp	-
Woods	1/2 sp	NA**	NA	-
Rough Ground	NA	NA	NA	1/2 sp
Town Sector	-	NA	NA	-
Wheat/Plowed Field	2/3 sp	1/2 sp	1/2 sp	-
Vineyard	1/2 sp	NA	NA	-
Mud or Snow	1/2 sp	1/2 sp	1/3 sp	1/2 sp
Marsh	NA	NA	NA	1/2 sp
Wall/Fence/Hedge	-2"	-2"	-4"	-2"
Streams	1/2 sp	1/2 sp	1/4 sp	1/2 sp
Soft Sand	1/2 sp	1/2 sp	1/2 sp	-
- = no effect      NA = Not Allowed      ** = Cossacks 1/2sp				