

Start of Each Turn Initiative

At the start of each turn, including the first turn of the game, we need to decide which player has the initiative. This is decided on the number and ability of the generals only.

To decide which player has initiative complete the following.

1. 1D6 per general remaining on the board.
2. +1D6 per Exceptional ability general.
3. -1D6 per Incompetent ability general.
4. A supply pool dice may now be added to this roll.
5. Pool the dice, throw, and sum the score. The player with the highest score has the initiative.
6. If it is a draw repeat using only 1D6 and no pool dice per player until a player has the initiative.
7. The player with initiative can now elect to go first and complete the actions on two units or may elect to give the other player initiative and they now complete actions on two units.
8. After these initial two units have had actions completed on them, alternate by players selecting a unit as they go.

End of Turn Resilience Tests

At the end of every turn, players complete resilience tests on any units that are at 50% or lower in strength than when they started the game. This is done alternatively by units in any order the player prefers. The player without initiative goes first. In all cases the results of the resilience tests are applied immediately, and game victory conditions are checked after each resilience test.

Risk to Generals

During the war there was a significant casualty rate amongst the staff officers. Generals are critical to the enjoyment flow of the game under the rules, so we cannot be completely historical within the rules. The rules deal with this aspect of war as follows.

- If a general is within 3BW of a unit that breaks, then throw 1D6 and on a 5+ the general has been swept away with the fleeing soldiers.
- If this happens throw 3D6 and move the general directly to his own long edge ignoring all other factors on the board.
- Any units from this point onwards for the rest of the turn, now can only expend 1 action point for the rest of the turn.
- If a general is within 3BW of a unit that receives 1 hit per base from shooting, then throw 1D6 and on a 6 the general has been incapacitated from a stray round.
- If this happens the general is removed from play and placed on at the players long edge directly to the rear of the general model. The general is then free next move to move as per normal in the action phase.
- Any units from this point onwards for the rest of the current turn, now can only expend 1 action point for the rest of the turn.
- In both cases above, if this is the force commander affected, he cannot longer issue any supply dice for the rest of the current turn.
- Note, generals cannot be targeted directly, even if no other units are nearby.

Hits

- If using a figures, then it is each hit equals on figure removed/lost.
- If using bases, then for each 6 hits received then 1 base is removed.

RESILIENCE TESTS

Resilience Situation Adjustment Table (Throw 2D6/1D12 for the unit and adjust).

| Situation (Testers) | From shooting | Charge or melee | All other cases |
|---|---------------|-----------------|-----------------|
| Are classed as Determined | +1 | +2 | +1 |
| Are classed as Lackluster | -1 | -2 | -1 |
| Are classed as Zealous | | +1 | |
| Are not classed as Zealous | +1 | | |
| Classed as Guards | +1 | +1 | +1 |
| Are Formed and in Line | +1 | | |
| Are Formed Line and chargers being Column of Attack | | -1 | |
| Are Formed and in Column of Attack | | +1 | |
| Are in Open formation | +1 | -2 | |
| Have more friendly bases than enemy bases within 6BW | +1 | +1 | +1 |
| Have inflicted hits this turn | +1 | +1 | |
| Received any hits this turn | -1 | | -1 |
| These hits also from artillery | -1 | -1 | -1 |
| Have won a round of melee during the current charge sequence | | +1 | |
| Have just lost charge/melee round of hand to hand combat | | -2 | |
| For each general in line of command within 3BW | +1 | +1 | +1 |
| For each inspiring general in line of command within 3BW | +1 | +1 | +1 |
| For each hated general in line of command within 3BW | -1 | -2 | -1 |
| Shooters do not use light company doctrine and the target does. | -1 | | |
| Are in column of march | -2 | -2 | |
| Defending a fortification or obstacle | +2 | +2 | +1 |
| Where forced to retire this turn | -2 | -2 | -1 |
| Cavalry vs foot not in square | | +2 | |
| Cavalry vs formed foot in Square | | -2 | |
| Formed foot in square vs Cavalry | | +2 | |
| Baggage camp has been lost | -1 | -1 | -1 |
| Testers have lost atleast 50% | -1 | -1 | -1 |
| Armed purely for hand to hand | -1 | +1 | |

Resilience Outcomes Table

| Score | From shooting | Charge | Melee | All other cases |
|-----------|---------------------|---------------|----------------------|---------------------|
| 12+ | Advance 1BW | Carry On | Carry On | Advance 2BW |
| 10-11 | Carry On | Carry On | Carry On | Advance 1BW |
| 8-9 | Carry On | Carry On | Carry On | Carry On |
| 7 | Carry On | Carry On | Carry On | Carry On |
| 6 | Stand/Take 1 hit | Stand | Stand/Take 1 hit | Forced Retire |
| 5 | Forced Retire | Stand | Forced Retire/1 hit | Forced Retire |
| 4-2 | Forced Retire/1 hit | Forced Retire | Forced Retire/2 hits | Forced Retire/1 hit |
| 1 or less | Break | Break | Break | Break |

HOLD TESTS

How to conduct a Hold Test

1. Throw 1D12, or 2D6 for the unit and consult the table below.
2. If the score is 7 or greater than the unit must charge.
3. If the score is 6 or less, then the unit does not have to charge and is free to complete actions as per normal. Remember 1 action point has now been spent for that unit.

| Situation (Testers) | Hold Test adjustments |
|---|-----------------------|
| Are classed as Determined | +2 |
| Testers are not in terrain | +1 |
| Has more friendly bases within 6BW than enemy. | +1 |
| Has not charged yet this game | +1 |
| Is $\geq 75\%$ in strength | +1 |
| Is larger in strength than any possible target | +1 |
| Are classed as Lackluster | -2 |
| Irregular in terrain that could end up out of terrain if charge | -2 |
| Is $\leq 50\%$ in strength | -1 |
| Has charged atleast twice this game | -1 |
| Only possible target is in terrain | -1 |

CHARGE DISTANCES

| Unit Type | Formation | Charge distance |
|----------------------|---------------------------|-----------------|
| Foot | Open | 1D6 |
| | Formed - Line | 1D6 |
| | Formed - Column of Attack | 2+1D6 |
| | Column of March | Cannot charge |
| Cavalry | Open | 3+ 2D6 |
| | Formed | 2D6 |
| | Column of March | Cannot charge |
| Artillery Unlimbered | Formed | Cannot charge |
| Artillery Limbered | Column of March | Cannot charge |
| All Irregular troops | Open | 1+ 1D6 |
| | Column of March | Cannot charge |
| Generals | NA | Cannot charge |

QUICK REFERENCE SHEETS - DRUMS AND MUSKETS

MELEE

Base 1D6 per base or figure. The minimum dice thrown is 2D6.

Artillery Melee Factors Table

| Situation | Dice adjustment |
|---|-----------------|
| First round of melee fought in the game. | No advantage |
| Supply dice from Force Commander | Add 1 dice |
| Cavalry vs foot not in square and not in terrain | Add 1 in 2 dice |
| Heavy Cavalry in first melee of a charge except vs foot in square | Add 2 dice |
| Heavy Cavalry in second or more rounds melee from a charge | Add 1 dice |
| Classed as Guards | Add 1 dice |
| Column of March in melee | Remove 2 dice |

Foot Melee Factors Table

| Situation | Dice adjustment |
|--|--|
| First round of melee fought in the game | Add 2 dice |
| Supply dice from Force Commander | Add 1 dice |
| If classed as Determined | Add 1 dice |
| Formed foot in column of attack vs line | Add 1 dice per extra rank than the line. |
| If classed as Lackluster | Remove 1 dice |
| Formed foot in square fighting Cavalry | Double dice |
| Formed foot in column of attack vs Cavalry | Add 2 dice |
| Zealous in first melee of a charge | Add 2 dice |
| Any formed foot vs Open | Add 2 dice |
| Zealous in second or more rounds melee from a charge | Add 1 dice |
| Classed as Guards | Add 1 in 3 dice |
| Fighting uphill from opponents and not chargers in first round | Add 1 in 3 dice |
| First round of a charge and chargers, charged down hill | Add 1 in 3 dice |
| Irregular foot fighting any in terrain | Add 1 in 3 dice |
| Opponents are defending an obstacle | Remove 1 in 3 dice |
| Or, opponents are defending fortifications | Remove 1 in 2 dice |
| Open foot not in terrain | Remove 2 dice |
| Open foot who evaded and this is the first round of a charge | Remove 1 in 3 dice |
| Armed purely with hand to hand weapons or similar | Add 1 in 3 dice |

QUICK REFERENCE SHEETS - DRUMS AND MUSKETS

Cavalry Melee Factors Table

| Situation | Dice adjustment |
|--|--------------------|
| First round of melee fought in the game except where cavalry vs square. (Consider spent for the specific unit) | Add 2 dice |
| Supply dice from Force Commander | Add 1 dice |
| If classed as Determined | Add 1 dice |
| If classed as Lackluster | Remove 1 dice |
| Cavalry vs foot not in square and not in terrain | Add 1 in 2 dice |
| Heavy Cavalry in first melee of a charge except vs foot in square | Add 2 dice |
| Any formed cavalry vs Open | Double dice |
| Heavy Cavalry in second or more rounds melee from a charge | Add 1 dice |
| Lancers in first melee of a charge | Add 2 dice |
| Irregular Cavalry in terrain | Add 2 dice |
| Irregular Cavalry not vs Open foot or not vs another irregular cavalry | Remove 1 in 2 dice |
| Cavalry vs foot square | Remove 1 in 2 dice |
| Zealous in first melee of a charge | Add 2 dice |
| Zealous in second or more rounds melee from a charge | Add 1 dice |
| Classed as Guards | Add 1 in 3 dice |
| Fighting uphill from opponents and not chargers in first round | Add 1 in 3 dice |
| First round of a charge and chargers, charged down hill | Add 1 in 3 dice |
| Opponents are defending an obstacle | Remove 1 in 3 dice |
| Or, opponents are defending fortifications | Remove 1 in 2 dice |
| Column of March in melee | Remove 2 dice |
| Open cavalry who evaded and this is the first round of a charge | Remove 1 in 3 dice |

QUICK REFERENCE SHEETS - DRUMS AND MUSKETS

MOVEMENT

| Unit Type | Formation | Normal | In Terrain | Force to Retire |
|-----------------------------|------------------|---------|------------|-----------------|
| Foot | Open | 2 + 1D6 | 1D6 | 1D6 |
| | Open (Evading) | 1D6 | 1D6 | NA |
| | Line | 1D6 | 1D3 | 1D6 |
| | Column of Attack | 2 + 1D6 | 1D3 | 1D6 |
| | Column of March | 2D6 | 1D3 | 1D6 |
| Cavalry | Open | 2 + 2D6 | 1D6 | 1D6 |
| | Open (Evading) | 1D6 | 1D6 | NA |
| | Formed | 2D6 | 1D6 | 1D6 |
| | Column of March | 3D6 | 1D6 | 1D6 |
| Artillery Unlimbered | Formed | 1D3 | 1BW | 1D6 |
| Artillery Limbered | Column of March | 2D6 | 1D3 | 1D6 |
| General | NA | 10BW | 10BW | NA |

Moving along a road:

If in Column of March and the whole movement is on a road then add 1D6 to the dice above, except for generals.

Turning to face:

The unit is moved using a front corner to be the point of pivot for a 90 degree turn to face. Or, if a 180-degree turn. Then just move the front-rank bases to the position of the rear rank bases facing in the new direction. Remainder of the bases aligning as before behind the front rank.

Table of allowed interpenetrations

X = allowed interpenetration

| Moving unit's formation | Unit being interpenetrated | | |
|--------------------------|----------------------------|--------|------------|
| | Open | Formed | Any column |
| Open (including evading) | X | X | X |
| Formed Line | X | X | |
| Any column | X | X | |

SHOOTING

Shooting Table 1 (Weapons, Ranges and Score to hit)

Each unit needs to be armed with a weapon type. A unit can only have one weapon type.

| Weapon | Initial D6 | Short Range | Long Range | Bounce |
|---------------------------------------|--|-------------|------------|---------------------------|
| Carbines (dismounted cavalry) | 1D6 for unit | 1BW/4+ | 3BW/6 | NA |
| <i>As unprompted action response</i> | | 1BW/5+ | | |
| Smooth Bore Muskets | | 2BW/4+ | 6BW/6 | |
| <i>As unprompted action response</i> | | 2BW/5+ | | |
| Rifles and Rifled Muskets | | 2BW/3+ | 6BW/5+ | |
| <i>As unprompted action response</i> | | 2BW/4+ | 6BW/6 | |
| Minie Rifles or similar | | 4BW3+ | 12BW/5+ | |
| <i>As unprompted action response</i> | | 4BW4+ | 12BW/6 | |
| Field Artillery (up to 7pdr) | Throw 1D6 per model/base = D6 base line. | 6BW/3+ | 24BW/5+ | Long range only: 3BW/6 |
| Position Artillery (8pdr plus) | | 8BW/3+ | 30BW/5+ | |

Shooting Table 2a (Situation adjustments – Shooters are artillery)

Adjust the *total pool of dice* if any of the conditions stated below apply.

| Condition | Dice adjustment |
|--|--------------------|
| First time unit is shooting in the game | Add 2 dice |
| Target is foot square | Add 1 in 3 dice |
| For each hit on the shooters | Remove 1 dice |
| Target is not open and moved this turn and is at long range | Remove 1 dice |
| Target is in Open formation at long range | Remove 1 in 2 dice |
| Unlimbered this turn or will limber this turn | Remove 1 in 2 dice |
| Man-handled gun this turn | Remove 1 in 3 dice |
| Shooters fired at this turn and received atleast 1 hit. | Remove 1 in 3 dice |

QUICK REFERENCE SHEETS - DRUMS AND MUSKETS

Shooting Table 2b (Situation adjustments – Shooters are Open formation)

Adjust the *total pool of dice* if any of the conditions stated below apply.

| Condition | Dice adjustment |
|--|--------------------|
| First time unit is shooting in the game | Add 2 dice |
| Target uses light company doctrine | Remove 1 dice |
| Target moved this turn | Remove 1 dice |
| Target is in Open formation at long range | Remove 1 in 3 dice |
| Target is in cover and at long range | Remove 1 in 2 dice |
| Shooters are evading | Remove 1 in 3 dice |
| Shooters have moved or will move this turn (except for an evade) | No disadvantage |

Shooting Table 2c (Situation adjustments – Shooters are Formed)

Adjust the *total pool of dice* if any of the conditions stated below apply.

| Condition | Dice adjustment |
|--|--------------------|
| First time unit is shooting in the game | Add 2 dice |
| Target uses light company doctrine and shooters do not. | Remove 1 dice |
| *Shooters have fired in game 3+ times at any point. | Remove 1 dice |
| Target moved this turn | Remove 1 in 3 dice |
| Target is in Open formation at long range | Remove 1 in 2 dice |
| Target is in cover | Remove 1 in 2 dice |
| Shooters have moved or will move this turn | Remove 2 dice |
| Shooters use 2 ranks firing doctrine and target is at close range | Add 1 in 3 dice |
| #Shooters have lost bases in the game but are still >=75% and do not use 2 ranks firing doctrine | Add 1 dice |

Represents the 3rd rank man stepping forward to maintain 2 ranks for firing in the front ranks.

Shooting Table 2d (Situation adjustments – Shooters are Column of March)

Adjust the *total pool of dice* if any of the conditions stated below apply.

| Condition | Dice adjustment |
|---|--------------------|
| First time unit is shooting in the game (advantage lost for the game) | Add 0 dice |
| Shooters in Column of March | Remove 1 in 2 dice |
| Target moved this turn | Remove 1 in 2 dice |
| Target is in Open formation at long range | Remove 1 in 2 dice |
| Target is in cover | Remove 1 in 2 dice |
| Target uses light company doctrine | Remove 1 dice |