

## Player Turn

**Activate** each unit by declaring intention and taking a Free Action or rolling to give an order:

Roll  $\geq$  Leader's Leadership Value (or 8+ if Leaderless) on **2d6**

Failed roll = unit does nothing

Pinned units can only attempt to Rally

## Free Actions

Regular and Irregular Infantry: Fire, Stand To

Tribal Infantry: Move, Stand To

All Cavalry: Attack, Stand To

Crewed Weapons: Stand To

All Pinned units: Must attempt to Rally

## Attack

Enemy must be in sight and within unit's move distance

Each model moves up to its max speed

All models in both units fight

### Resolution

Roll **1d6** per model, needing  $\geq$  unit's Fighting Value to hit

Pinned units fight with 1/2 dice

Remove 1 model per hit (1 per 2 hits on Cavalry if hit by non-Cavalry)

+1 hit required if enemy defending Hard cover/obstacle or is uphill

Difficult terrain and Soft cover have no effect

Roll **2d6** for units that take any casualties (double 1 = Leader)

### Result

Unit causing the most casualties is the winner and stays in place

Losing unit must Retreat 1/2 move and test for Pinning

Drawn combat = attacker Retreats 1/2 move, no Pinning tests

### Cavalry Follow Ups

Victorious attacking Cavalry may follow up retreating enemy (once),

forcing another melee. If original enemy unit removed, Cavalry may

choose to attack another enemy within a 1/2 move

### Storming a Defence

A victorious attacker may occupy the defender's obstacle/building

## Fire

Choose single target within range and sight (no firing arcs)

Must choose from targets within enemy's charge range if there are any

May ignore units that are Pinned or Gone to Ground

### Weapon

Weapon	Short	Long
Modern Rifle	0-12"	12-24"
Obsolete Rifle, Modern Carbine	0-9"	9-18"
Antiquated Musket, Obsolete Carbine	0-6"	6-12"
Field Gun	0-16"	16-36"
Machine Gun	0-12"	12-24"
Foot Bows	0-6"	6-12"
Tribal Spears, Rag-tag Muskets, Mounted Bows	0-6"	N/A

### Resolution

Roll **1d6** per model, needing  $\geq$  unit's Firing Value to hit

Field Guns roll **2d6** per crew

Machine guns **3d6** per crew (jams this turn if more 1s than crew)

Skirmishing units roll 1/2 their number of models

Remove 1 model per hit at Short range

Remove 1 model per 2 hits at Long range

Soft cover increases hits required by 1, Hard cover by 2

Cover counts if majority of target unit benefits

Field Guns ignore 1 point of cover

If target unit takes any casualties roll **2d6** (double 1 = Leader) and take

a Pinning test

## At the Double (not Crewed Weapons)

Move action + **1d6** extra

Can contact enemy and count as an Attack if unit is Tribal or Cavalry

## Form Close Order (Regular Infantry only)

Minimum of 6 models

Speed reduced to 4" (2" in Difficult terrain), no At the Double

No pass through allowed with friendly units

Allows Volley Fire but firing arc restricted to front 180 degrees

+1 to unit's Fighting Value

When targeted, enemy receive +1 to their Firing Value

Enemy can only Fight with as many models as Close Order unit has

May not begin game in Close Order

Lose status if Pinned, ordered to, or reduced to <6 models

## Move

May not contact enemy

Pass through friends if sufficient movement and space

Models must retain Unit Cohesion (within 4" of Leader/central model)

Difficult Terrain: 1/2 move within it (unless Tribal Infantry)

Obstacles: halt on reaching, cross without delay during next move

## Stand To (free Action)

Effectively 'do nothing' and retain current status

## Pinning Tests

Test when suffering casualties from Firing, when beaten in melee or if Friendly unit destroyed or routs within 12"

Roll **2d6**

-1 per casualty causing this test

+/- unit's Discipline

If  $\geq$  Leadership: passed, not other effect

If failed: add a Pinned marker

### Pinned Units:

Must attempt to Rally, no other actions allowed

Only count 1/2 models when defending vs Attacks

May be ignored as a target and don't block line of sight

## Go to Ground (only Tribal Infantry or units with Fieldcraft)

Can be used in any terrain

Cannot be targeted beyond short range

May be ignored as a target, doesn't block line of sight

If Attacked, fight with 1/2 models

Lose status if Pinned, may retain status with Stand To action

May not begin game Gone to Ground

## Rally (mandatory if Pinned)

Roll **2d6**

-1 per Pinned marker

+/- unit's Discipline

If  $\geq$  Leadership: passed, remove all Pinned markers, activation ends

If failed on 3+: remain Pinned, Retreat 1/2 move

If failed on a 2 or less: unit routs and is removed from play, friends

within 12" must take a Pinned test

## Skirmish (not Crewed Weapons or units in Close Order)

Move 1/2 and Fire with 1/2 models, in either order

## Volley Fire (only Regular Infantry in Close Order)

Counts as a 'Fire' free Action

Target must be at Close range

+1 to unit's Firing Value

## Retreating

Units Retreat when failing a Rally action or if beaten in melee

Make a 1/2 move, avoiding enemies, terrain counts as normal

May pass through friends as normal, unless they're in Close Order

If prevented from full 1/2 move due to enemies or Impassable terrain,

lose 1 casualty per remaining 1"

Entire unit will leave the table if any model can

## Conventions

**Round down** when halving

Only a single model needs to be able to see or be in range of an enemy for the whole unit to count as such