

CARD

CHARGE

SHOOT

MOVE

FIGHTING

END OF TURN

ACTIVE PLAYER FIRST THEN, THEN ALTERNATE

- 1.1 Discard cards as desired, keep max of +1over allowance. Active player takes pack and shuffles in all discarded cards.
- 1.2 Deal cards to replenish all generals up to 2/3/4/5 level for MG/CG/TG/LG - including for dead generals. Any Flank March cards face up until arrival, and in first round Allied cards face up to check if Unreliable.
- 1.3 Professional/Instinctive Army Commanders Gifts cards to on-table Professional/Instinctive Sub-Generals.
- 2.1 Move Skirmishers to allow others to charge (any White card move); Independently Move Generals
- 2.2 Declare and mark all Charges (Forced, Free or Prompted) or play cards to stop Forced Charges.
- 2.3 Mark any remaining Forced Charges that haven't been stopped. **BY NOW ALL CHARGES ARE MARKED.**
- 2.4 Prompt and move Countercharges or Intercepts.
- 2.5 Shoot any chargers, decide and execute any Run Away & Skirmish moves, roll all shooting dice, mark effect of fire.
- 2.6 Complete Charge Moves Prompting through Drive Backs; KABs if in Flank Sector and Close Foot TUG
- 2.7 Either side may Align, fight Charge Combats [remember Shatter and Shove].
- 2.8 Charge Combat Outcomes including Routs, Burst Throughs, pursuits, and all KaB tests.
- 3.1 Both sides Shoot (active player chooses order) with any files that did not Charge or Shoot in Charge Phase. Resolve Effect of Fire.
- 3.2 Shooting Outcomes. Rout any units that break from shooting ,and resolve any KaB Tests.
- 4.1 Aligns - active first if desired, thereafter option for inactive
- 4.2 Replace Professional or Instinctive Generals killed in previous TURN - reduced by one level.
- 4.3 Move UGs or Generals (independently or with UG).
- 5.1 Either side Aligns if desired.
- 5.2 Fight Melee Combat [remember Supporting Files and Shove]. Immediate KaB Test for killing any general.
- 5.3 Melee Combat Outcomes including Routs, KaBs (potentially multiple), burst throughs, lost generals, Pursuits.
- 5.4 Prompt Break-Off moves
- 5.5 Prompt Voluntary Pursuit
- 5.6 Prompt Moves while in Melee MF1 and MF2 expansions, plugging of holes, turning flank or rear ranks.
- 6.1 Recover Wounds by available means (Generals, Rear Support etc)
- 6.2 Replace Tribal Generals killed in previous TURN - command level permanently reduced by one level.
- 6.3 KaB tests for any Sacked Camp or Foot TUG in unsecured Flank and further KaBs from any routs so caused.

KaB tests automatically inflict a **wound** on an UG, **in addition** to dice throw
An **S** results in a **1BW Drive Back**, even if in combat

REASONS TO TEST

TIMING

REASONS TO TEST	TIMING
U1 Killing a General - test UGs in Line of Command within 3BW	Immediate
U2 Breaking a TuG. Test all UGs within 3BW	2.8, 3.2, 5.3, 6.3
U3 Stopping at a Long Table Edge after run away / skirmish response	Immediate
U4 Driven back through friends (both units)	Immediate
U5 Close Foot TUG entering, or becoming Close, in a Flank sector	Immediate
U6 Non-Skirmish Foot charged in good going by Mtd in an unsecure flank sector	Immediate
U7 Close Foot in good going, in an unsecure flank sector (even partially)	6.3
U8 Sacked Camp	6.3
DICE RED - Poor, YELLOW - Average, GREEN - Superior, WHITE - Exceptional	

REASONS TO TEST A GENERAL

TIMING

REASONS TO TEST A GENERAL	TIMING
G1 Base loss on a file with a General in the front rank	Immediate
G2 Breaking a TuG that has an General with them	Immediate
DICE RED - Mediocre, YELLOW - Competant, GREEN - Talented, WHITE - Legendary (based on General's current level)	
Skull = Killed; Sword&Arrow=Wound, drop a card and lose all cards; S=Stun, lose all cards.	

Professional	Floating	15	Army Commander can gift any number of Command Cards to Professional non allied Generals within a 15BW command range. Plays card on own command, or to any other non-allied troops in command range at additional cost of 1 coloured card
	In Command	10	Army Commander can gift 1 Command Card to each on-table non-allied Professional General within a 10BW command range
Instinctive		8	Army Commander can gift 1 Command Card to each on-table non-allied Instinctive General within a 8 BW command range Can only apply cards to troops in their own command.
Tribal		6	Army commander cannot gift command cards at all. Can only apply cards to troops in their own command.

If the General is in Front rank no is gifting possible
In addition all UGs count as Out of Command (except the UG the General is with)

Any general can be **Hesitant** (all WHITE or BLACK in first turn)
In addition suffer **Desertion** of troops (if all BLACK cards).

MOVEMENT DISTANCES: Base Widths (BW)s
Affected ■ Badly Affected ■■

TROOP TYPE

G R D

TROOP TYPE	G	R	D
Close Formation Foot	3	3	2
Loose Formation Foot	3	3	3
Skirmishers & Dragoons	4	4	3
Close Formation Mounted	4	2	1
Loose Formation Mounted	5	3	2
Mounted in Skirmisher Formation	6	4	3
Elephants	4	3	2
Battlewagons and Mobile Camps	2	1	-
Light Artillery	2	1	-
Other Artillery (Wheeling only)	1	-	-

+1 BW if **Fleet of Foot** (unless Skirmisher)

-1 BW if crossing **Linear Obstacle**

Generals move as Mtd Skirmisher, or with a UG

Mounted count as **Affected** by terrain for combat against Foot claiming **Linear Obstacle**

Enemy Skirmishers, in Good Going, contacted by a TuG in its first move are pushed directly back, keeping the Skirmishers original orientation

RUN AWAY OR SKIRMISH WHEN CHARGED

Skirmishers, or UGs with Evade pick Charge Response
Declaring either to **Run Away** or **Skirmish**

Evade Normal Move distance in Terrain	Roll 1D6
Reduce 3BW	0
Reduce 2 BW	1
Reduce 1 BW	2
Normal Move	3 to 5
Add 1 BW	6
Add 2 BW	7

-1 to the Dice for Poor

+1 to the Dice for Superior/Exceptional (Optional)

Base movement reduced 2BW if Skirmish or Caracole

The move is in the same direction as the original charge path, or directly to the targets front or rear.

UGs meeting rear table edge stop there (taking a KaB)

PROMPTED ACTIONS

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		TuG Formation					
		Skirmish	DRILL D	FORMED	TRIBAL		
CHARGE PHASE	C1	Move <i>Skirmishers</i> to allow others to charge	I	N/A	N/A	N/A	Any normal <i>white</i> SuG move only if it allows a charge
	C2	Prompt Charges	II	II	II	II	Wheel up to 90° at beginning of charge. An unengaged file of an engaged TuG can charge 1BW.
	C3	Stop Forced Charges	N/A	II	III	IV	Impetuous Troops ≤3BW. Don't have to charge if ≥3 down in charge combat.
	C4	Countercharge or Intercept	III	III	III	IV	Countercharge can wheel; intercept not. Move -1BW. May not go closer than 1BW to chargers.
	C5	Move General	All Generals				Max 1 move per Phase - 2.1 in Charge Phase
	C6	Generals within 2BW to Press On	YELLOW 1BW recovered; RED 2BW recovered				
MOVEMENT PHASE if not in combat	M1	Switch Flexibles, Drop Pikes, Dismount	II	II	III	IV	
	M2	Advance Directly Ahead (short if desired)	I	I	I	I	No deviation. Allowed after <i>Run Away/Skirmish/Charge</i> (if did not make contact) max 2BW
	M3	Advance with Wheel	I	II	II	III	One wheel ≤ 90° per move. This wheel can be at any time in move.
	M4	Advance with Double Wheel	II	III	IV	N/A	Each wheel ≤ 90° must have 1BW of movement directly ahead before the next wheel. The move cannot go within 2BW of enemy TuGs.
	M5	Full Ahead with Shift	I	II	IV	N/A	Shift 1BW to either side at end of move. Must stay ≥4 BW from enemy TuGs at all times
	M6	Advance and Contract	I	II	II	IV	Move at least 2BW directly ahead and contract formation by 1 or 2BW if allowed by formation
	M7	Expand while stationary	I	II	II	III	Expand frontage by 1BW on either or both sides while stationary if allowed by formation
	M8	Contract on the spot and/or redress ranks	I	II	III	IV	Contract by 1 or 2BW while stationary. May redress ranks at same time. Must stay ≥4 BW from enemy TuGs at all times.
	M9	Turn 90° or 180° on the spot	I	II	III	III	Expand as necessary to achieve legal formation. 180° is allowed after <i>Run Away/Skirmish/Charge</i> move (if did not make contact) max 2BW
	M10	Turn 180° with Move (not Keils or Tercios)	I	III	IV	N/A	Turn at beginning or end. -1BW movement reduction. Move may include 1 wheel. Also allowed after <i>Run Away/Skirmish/Charge</i> (if did not make contact) max 2BW
	M11	Turn 90° and Move	I	III	IV	N/A	-1BW movement reduction per file of width before turning, may include 1 wheel
	M12	Fall Back ≤3BW with Mtd & Skirmishers	II	III	IV	N/A	Directly Backwards. The maximum move is determined by any penalising terrain moved through, at any point in the move. Block move for this action is not permitted
	M13	Fall Back ≤2BW with other troops	N/A	III	IV	N/A	Directly Backwards. The maximum move is determined by any penalising terrain moved through, at any point in the move. Block move for this action is not permitted
	M14	Double Move: 2 Consecutive GREEN Moves	II	III	IV	N/A	Must stay ≥ 4BW from enemy TuGs all all times. TuGs cannot push back troops in Skirmish on second move. Tribal troops, even in Skirmish, are not permitted this action
	M15	Move General	II				Max 1 move per Phase - any time in Movement Phase
	M16	Interpenetrate TUG	1 Colour higher				Interpenetrate non-SUG or Artillery performed as a M2-M6 move, costing one card higher. The whole TUG must be able to pass completely through.
	M17	Move or Wheel Medium or Heavy Artillery	N/A	II	III	N/A	Medium and Heavy Artillery may only wheel 1BW. Light artillery moves as per its type
MOVEMENT in combat	MF1	Move Unengaged Bases to single different file	I	II	II	III	Create Supporting Files, fill gaps, create new rear ranks etc. Multiple actions allowed.
	MF2	Turn Bases 90° or 180° to face enemy in contact	I	I	II	II	Turn any or all bases with enemy in contact with their flank or rear to face enemy.
FIGHTING PHASE	F1	Control Reckless Pursuit	II	III	IV	IV	Each card played cancels 1 move of pursuit. Up to 3 cards can be played in this way
	F2	Break off Mounted from slower Foot	II	II	III	IV	Directly back 2BW to max move. The maximum move is determined by any penalising terrain moved through, at any point in the move
	F3	Break Off Foot from slower/equal speed non-impetuous Foot	II	III	IV	IV	Directly back 1BW to max move. The maximum move is determined by any penalising terrain moved through, at any point in the move
	F4	Break Off Mounted from Mounted/Elephants	II	II	III	N/A	Directly back 2BW to max move. The maximum move is determined by any penalising terrain moved through, at any point in the move
	F5	Voluntary pursuit after Break-offs	II	III	IV	IV	Move directly forward if move distance allows to maintain contact, with TUG that has broken off.
END OF TURN PHASE	E1	Generals with unit Recovering Wound	IV				In Combat
			III				Not in Combat
For Keils, Tercios, Later Keils all M3-M14 & F1-F3 actions costs one card colour higher							
GENERALS				BLOCK ACTIONS			
Generals can voluntarily <i>move</i> once only, and <i>upgrade</i> once only per phase.				Block Size can be 2/3/4/5 TuGs for MG/CG/TG/LG respectively.			
Generals can <i>upgrade</i> a card by one colour once per phase.				Play a card for the most complex move in the block. In addition, play a coloured card to move contiguous UGs.			
The upgrade can be applied to any action involving the general.				The General does NOT need to be with the <i>block</i> .			
				The General can use his colour <i>upgrade</i> if moving with the <i>block</i> .			
OUT OF COMMAND RANGE (INCLUDING GENERAL KILLED AND NOT YET REPLACED)				The General can trigger as many <i>block</i> moves as he can afford.			
All prompted actions require an extra coloured card.				Each <i>non-Skirmishing</i> UG can pull /push along with it one contiguous <i>Skirmishing</i> UG			

CHARGE PHASE CLAIMS

Each Level Better Quality	+1
File qualifying as a Flank, or Rear, Charge (+1 automatic W)	+4
General fighting in file (Legendary)	+1(+2)
Mounted or El, vs. Foot who are not standing to receive	+3
Mounted fighting frontally, in Good Going vs. Loose Foot	+2
Neighbouring file has Shoved when fighting to front	+1
Neighbouring file has Shattered when fighting to front	+2
Opponent Affected by terrain	+2
Opponent Badly Affected by terrain	+3
Mounted or El fighting frontally, in Good Going vs. Irregulars	+2
Uphill, or foot defending Linear Obstacle when fighting to front	+1
Any vs. Mounted who shot	+1
Redoubts or Barricades vs. Foot/Mounted	+2(+4)
Non-Skirmishing TUGs vs Artillery	+2
Any vs. Combat Shy	+1
TUGs (including artillery) vs. Troops in Skirmish Formation	+2

FIGHTING PHASE CLAIMS

Each Level Better Quality	+1
File fighting against an enemy side or rear edge	+2
General fighting in file (Legendary)	+1(+2)
Better armour except vs. El, unless vs. other El	+1
Neighbouring file has Shoved when fighting to front	+1
Opponent Affected by terrain	+2
Opponent Badly Affected by terrain	+3
Uphill	+1
Mounted or El vs Irregulars	+1
Redoubts or Barricades vs. Foot	+1
Redoubts or Barricades vs. Mounted	+2
Any vs. Combat Shy	+1
TUGs (including artillery) vs. Troops in Skirmish Formation	+2
Non-Skirmishing TUGs vs Artillery	+2

COMBAT SHEET



CHARGE PHASE - PREFERRED OPPONENTS CLAIMS

FOOT AND BATTLE WAGONS FIGHTING FRONTALLY * when unaffected by terrain

Pike & Shot*	P&S	+3 vs. Mounted or El
Keils & Tercios*	K & T	+3 vs. Mounted or El +1 vs Foot if in 2 ranks Additional +1 if in 4 Ranks
Integral Pikemen*	IPk	Additional +1 vs. any Mounted or El
Bayonets	Bay	+1 vs Mounted
Elan (Shove)	Elan	Additional +1 vs. any Cannot shove Mounted, El, BWg
Aggressive (Shatter)	Ag	Additional +1 vs. any except El or any of P&S, K, T, Ls, Col, Bay if in 2+ ranks
Colunella & Long Spear *	Col LSp	+3 vs. Mounted or El +1 vs. Foot if in 2+ ranks
Polearm & Impact Weapon	Pa IW	+1 vs. any

FIGHTING PHASE - PREFERRED OPPONENTS CLAIMS

FOOT AND BATTLE WAGONS FIGHTING FRONTALLY * when unaffected by terrain

Pike & Shot*	P&S	+2 vs. Mounted or El
Keils & Tercios*	K & T	+3 vs. Mounted or El +1 vs Foot if in 2 ranks Additional +1 vs. Foot if in 3+ ranks
Integral Pike*	IPk	Additional +1 vs. any Mounted or El
Bayonets	By	+1 vs Mounted
Elan (Shove)	Elan	Shove vs. any except Mounted, El, BWg on a S or Skull
Expert Swordsmen	Esw	+1 vs. any
Long Spear*	LSp	+2 vs. Mounted or El +1 vs. Foot if in 2+ ranks
Polearm	Pa	+1 vs. Mounted or El +1 vs. Foot if in 2+ ranks
Swordsmen	Sw	+1 vs any except any of Pi, Esw, Bay, El or P&S, K, T, LSp if in 2+ ranks

MOUNTED FIGHTING FRONTALLY * when unaffected by terrain

Pistol	Pi	+1 vs. any
Elephants (Shatter)	El	+4 vs Mounted +3 vs Foot
Aggressive (Shatter)	Ag	Additional +1 vs. any except El or any of P&S, K, T, Ls, Co, Bay if in 2+ ranks
Charging Lancer*	CL	0 vs. El, BWg or any of standing P&S, K, T, Ls, Col, Pa, Bay if in 2+ ranks. +2 vs. others
Sword & Pistol*	S&P	+1 vs. El, BWg, Bay or any of standing P&S, K, T, Ls, Co, Pa if in 2+ ranks. +2 vs. others
Light Lance	LL	0 vs. CL, S&P, El, BWg or any of standing P&S, K, T, Ls, Co, Pa, Bay if in 2+ ranks. +1 vs. others

MOUNTED FIGHTING FRONTALLY * when unaffected by terrain

Pistol	Pi	+1 vs. any
Expert Swordsmen	ESw	+1 vs. any
Elephants (Shove)	EL	+3 vs. any
Swordsmen	Sw	+1 vs. any except ESW, Pi, El or any of P&S, K, T, LSp, Bay if in 2+ ranks

WHICH DICE TO ROLL IN COMBAT

Equal claim	Green	Opposing file	Green
1 Claim advantage	Green	Disadvantaged file	White
2 Claim advantage	Yellow	Disadvantaged file	White
3 Claim advantage	Red	Disadvantaged file	White
4 Claim advantage	Red	White	Black
5 Claim advantage	Red	Green	Black
6 Claim advantage	Red	Yellow	Black
7 Claim advantage	Red	Red	Black

GENERALS

Commit a General to the front of any file during the Charge or Fighting phase, at the point at which that file is due to fight.
Can only disengaged in movement at price of a KaB Test on the unit he leaves - the "Snivelling Little Coward"
Generals can be killed when a base loss happens in the file, in which the General is in the front. Take a KaB test for the General
A lost General is replaced by a new General at one lower grade (see move sequence for timing)

SHATTER AND SHOVE

Mark these as they happen; files next to them **must** be fought next.

SUPPORTING FILES - ONLY IN MELEE COMBAT

Claims as if the opponent was to their front, but one colour dice lower

SKIRMISHERS, DRAGOONS AND COMMANDED SHOT

Skirmishers and Dragoons may only charge non-skirmishing TuGs that are 1 **wound** from breaking
Skirmishers charged by a TuG in open terrain must evade



2 Wounds
1 shooting or combat
Drive Back in shooting
Shatter or **Shove** in combat



Place **Wound Marker**
Drive Back in shooting
3rd wound removes a base



Shove / Shatter
effect if appropriate
Place **Wound** in combat
Drive Back in shooting

TUG BREAKS

When it taken >1/2 of its total
Wounds

SHOOTING UPGRADE

HFP at Deadly Range

FM vs any non-FM at Deadly range
(includes those with no shooting weapons)

Any shooting from behind flank or rear.

Shot firing at Keils
(Does not include Artillery shooting)

Shot firing at Irregulars at Deadly range
(Does not include Artillery shooting)

Artillery shooting at Keils, Late Keils,
Tercio and Irregulars

Artillery shooting at files charging them.

Any at Poor target

Shooting Starts on Green Dice
It as a maximum of a Red Dice

Shooting at SUGs, unless Deadly range

Shooting by SuGs

Shooting by Artillery

Shooting at Artillery

Mounted Shot
(Some characteristics ignore this modifier)

Foot Shot vs Mounted

Shooting at a UG that is in combat
(except Keil or Tercio)

Shooting by a UG that is in combat
(except Keil or Tercio)

Non-shot vs Protected, Armoured or
Heavily Armoured

Low Firepower (LFP)

Making a Run Away charge response

Single-rank shooting when needing
two for full effect

Shooting at Long Range

Target in cover, except vs. artillery

Plug Bayonet being charged by foot

SHOOTING DOWNGRADES

SHOOTING RANGES (IN BW)

	Deadly	Long
Matchlock and Flintlock Muskets	3	5
Arquebus , Mounted Shot, Slings / Javelins, Bows	3	
Regimental Artillery	8	
Light Artillery	12	N/A
Medium Artillery	18	
Heavy Artillery	24	

Artillery, Elephants and Battlewagons fire at full effect in 1 rank. All other troops need 2 ranks to fire at full effect

Artillery can shoot over intervening friends if –

- Shooting from a hill or Shooting at enemy on a hill
- If no intervening friends within 4BW of target point

SHOOTING AND COMBAT

- The first two ranks of a file in frontal combat, or as a supporting file, cannot be a target for shooting, or shoot themselves.
- Shooting at chargers and those receiving charges by any non-chargers within 1BW & arc of fire

ARC OF FIRE

The arc of fire is between parallel lines extending forward from the side edges of the shooting base. In addition

- If the middle base of the shooting UG is in arc to the target, adjacent bases may also fire at the same target if in range
- If the shooting UG is 2 bases wide, if either base is in arc the other can also fire at that target
- Artillery shooting further than >8BW may choose targets within 2BW of directly ahead

DRIVEN BACK BY FIRE

A UG is Driven Back 1 BW per non-blank shooting dice. Apply the following modifiers

- -1BW if Resilient **or** Drilled
- -1BW if Superior **or** Exceptional
- -3 BW if Keil, Late Keil or Tercio

Generals within 2BW can recover 1BW (Yellow Card) or 2BW (Red Card) to "Prompt chargers through fire"

CASUALTY REMOVAL FROM SHOOTING

- If all bases are the same just allow defender to remove whichever bases to keep up speed of game
- IF NOT remove front rank base if shooting from the front, remove better armoured bases first