Turn Phases: Command, Movement, Shooting, Charges, Combat

Using Élan

A CC can choose to expend his own élan to influence the battle around him. Once per turn the commander may spend a point of élan to perform one of the following actions:

- Reroll an activation roll
- Recover a single unit one unit status step (disordered to halted; halted to fresh)
- Change his Orders
- Reroll one attack in the Shooting or Combat Phase

Movement

<table>
<thead>
<tr>
<th>Figure Scale</th>
<th>Miniature Size Conversion Table</th>
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</thead>
<tbody>
<tr>
<td></td>
<td>Infantry Line/Attack Column/March Column</td>
</tr>
<tr>
<td>10/15mm</td>
<td>2/3/4&quot;</td>
</tr>
<tr>
<td>25/28mm</td>
<td>4/6/8&quot;</td>
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<tr>
<td>54mm</td>
<td>8/10/16&quot;</td>
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Artillery Shooting Basics

- Artillery shoots 2d6 per unit and hits on a 5+.
- Canister range is 6", effective (shot) range is 6–18".
- Artillery shooting at canister range counts both dice in determining results.
- Artillery shooting at effective range counts only the highest roll as its result.
- Artillery in grand battery (3 guns) rolls 6d6 and hits on a 4+, counting all six dice for canister, or the three highest dice at effective range.
- Artillery shooting at targets within cover, BUA, or fortifications rolls 1d6.
- Artillery shooting at artillery or a fortification hit on a 6 only.
- Artillery shooting at canister range against an Attack Column, March Order, flank or rear of a unit rerolls one unsuccessful hit roll.
- Artillery shooting at an enemy unit in Square: +3d6 (up to 3 hits may be counted for all ranges).

Charging

- Cavalry charges 8".
- Infantry charges 4".
- Only fresh units may charge.
- Halted and disordered units may not charge.
- To charge a flank, the charging unit must have at least one base behind a line extending from the front edge of the target unit.
- To charge the rear, the charging unit must have at least one base behind a line extending back from the flank edge of the target unit.
- Follow up charges cost one hit to the charging unit.

Combat

Combat Basics

- Infantry rolls 4d6 in Line.
- Infantry rolls 2d6 in Attack Column.
- Infantry rolls 1d6 total in March Order.
- Cavalry rolls 4d6 in Line.
- Cavalry rolls 2d6 in Squadrons.
- Cavalry rolls 1d6 total in March Order.
- Artillery rolls 1d6 total.

General Effects

- Charge, countercharge or reaction charge bonus: +1d6 (unless otherwise noted) in first round.
- Infantry receive no charge bonus when charging into cover.
- Cavalry attacking infantry not in Square: +2d6.
- Attacking a unit behind a wall or hedge: -1d6.
- Attacking uphill: -1d6.
- Infantry not in Square vs. cavalry: 1d6 total.
Infantry Square
- Cavalry attacking infantry Square: 1d6 total.
- Infantry Square vs. cavalry: 3d6 per side.
- Infantry attacking infantry Square: +2d6.
- Infantry Square fighting other infantry: 1d6 total per side.

BUA Combat
- Defending a BUA or fortification: 2d6 per side.
- Attacking a unit in a BUA: 2d6 total.
- Attacking a fortification: fight at one grade lower.

Artillery in Combat
- Infantry or cavalry attacking an artillery unit: +2d6.

State and Formation Effects
- Disordered units reroll one successful hit roll in combat.
- Attacking the flank or rear of a unit: +2d6.
- A unit cannot fight to its flank or rear.

Resolution
- Unit Exhaustion: Once a unit receives a cumulative total of 5 hits, its ability to continue the fight is reduced. To reflect this, a unit with 5 or more hits is reduced in effectiveness to the next lowest type: Veteran becomes Seasoned, Seasoned become Conscript, Conscript are reduced to reroll all successful hits.
- An infantry or cavalry division that receives a cumulative total of 8 hits is removed from play as effectively combat exhausted.
- Artillery are never halted. They become disordered with 2 hits, and destroyed if they receive a total of 4 hits cumulatively, in shooting; or take 1 or more hits in combat.

Extraordinary Resolutions
Every hit in a single Shooting or Combat Phase will result in an extraordinary resolution if one of the following totals occurs:

Shooting Phase
- 2 hits cause a unit to become halted.
- 4 hits cause a unit to become disordered (see page 31).
- 5+ hits cause a unit to take a waver test in addition to any above results.

Combat Phase
- 3 hits cause an infantry unit recoil from combat 1” and become disordered; cavalry withdraw and become disordered (see page 31).

Any Phase
- 5+ hits cause a unit to take a waver test in addition to any above results.

Post-Resolution Combat Results
After combat, there are tactical and doctrinal factors that may create a combat imbalance. Below are listed a number of special results of a resolved combat. Each must be enforced to add period realism.

- Cavalry that are successful in destroying their target unit make another charge straight ahead if there is another target unit in range. This combat takes place immediately.
- Cavalry that do not defeat their charge target must withdraw 8” after combat.
- Cavalry units that force an opposing cavalry unit to withdraw must charge the same target again as a follow-up charge once per turn (see page 25). The follow-up combat is conducted immediately, and costs the pursuing cavalry unit 1 hit point.
- Cavalry that are disordered or withdraws from combat cannot follow up charge.
- Infantry not in Square that lose to cavalry are destroyed and removed from play.
- Infantry units that win combat are no longer halted or disordered, even if they were so before combat, or were made so during the combat.
- Artillery that is contacted by charging cavalry or infantry is destroyed if it receives any hits. The cavalry may not make a breakthrough charge.
- Any unit withdrawing may deviate around friendly units or terrain if it is capable of fitting within the space proposed (changing formation if necessary).

Notes