Quick Reference Sheet - Game Turn and Command

Game Turn Sequence (p.134)

1. Brigade commanders issue orders or change orders to regiments
2. Brigade commander sends messenger to Divisional Commander if change of orders required
3. The C-in-C issues new orders or makes a 'lucky guess'
4. Insert Random Event card if scenario requires
5. Draw first Brigade Card (see Card Deck)
6. Challenge Initiative (see Challenge Initiative)
7. Player with initiative takes his turn
8. Next card drawn, player takes turn; continue till all Brigades have taken action
9. Morale Checks
10. Compulsory moves
11. Shuffle Brigade card deck, ready for next turn

Orders to Corps or Divisions (p.130)

Seize: At least 1 subunit must be given seize orders, all others either support or manoeuvre
Support: Specify formation to support. No subunit may be given seize, hold or fight. with.
Hold: At least 1 subunit must be given hold orders, none may have seize or fight. with.
Manoeuvre: Specify direction. At least half of subunits must have manoeuvre orders
Fighting Withdrawal: At least one subunit must be given fighting withdrawal orders

Orders to Brigades (p.130)

Seize: At least 1 regiment must be given assault orders, others engage or advance
Support: No regiments may be given assault, hold or retire orders
Hold: At least 1 regt must be given hold orders, none may be given advance or assault
Manoeuvre: At least half regiments must have advance orders
Fighting Withdrawal: At least one regiment must be given retire order.

Orders to Regiments (p.132)

Order	Purpose and limitations of the order
Assault	Advance aggressively towards the enemy, charge or attack, fight or shoot
Advance	Move forward towards the enemy, fight or shoot
Engage	Move as required, fight or shoot
Hold	Defend a position or objective, fight or shoot, no movement
Retire	Move away from the enemy, fight or shoot if attacked

Command Radius (inches): Poltroon 8, Cautious 8, Able 12, Gifted 16, Charismatic 16
Units under command: Poltroon 2, Cautious 3, Able 4, Gifted 6, Charismatic 8
For commander casualties see pp157 and for commander replacement see pp128

Out of Command Table

	D10 score				
Unit's training	0-1	2-3	4-5	6-7	8-9
Green	A	C	D	D	E
Novice	A	B	C	D	E
Experienced	A	C	E	F	F
Veteran	A	B	C	E	F
Elite	A	A	B	C	E

A - Obey orders as given. **B** - Carry out previous orders or result. **C** - Copy neighbouring unit within 4", otherwise hold.
D - Advance 4" if possible, otherwise hold. **E** - Retire 4". **F** - Hold in place)

Quick Reference Sheet – Movement

Movement in inches:		Road/Track	Open	Rough/Ford	Dense Wood	Wood	Swamp/Marsh	Steep hill/slope
Infantry	Column	10)	7	5	4	5	3	4
	Line	4	4	3	2	3	2	2
	Extended	5	5	4	3	4	3	3
Cavalry	Column	20	12	8	▲	8	•	6
	Line	8	8	6	▲	6	•	4
	Dismounted	4	4	3	2	3	2	2
Artillery	Limbered	12	10	6	■	6	■	2
	Manhandled	3	2	2	■	1	■	1
	Skirmishers	8	8	6	4	6	4	4
Couriers		20	20	20	20	20	20	20

▲ - Cavalry must dismount to pass through and move at dismounted cavalry rates. • - Impassable to cavalry, must go round the obstacle. ■ - Impassable to artillery, must go around the terrain feature

Double Time Movement

Troop type	Road	Open	Combination of Road and Open
Infantry	14	10	12
Cavalry	28	20	24
Artillery	18	14	16

Only available to limbered artillery or units in column and on road or in open.

Double time must not come within 10 in of enemy cav (unless friends intervening) or 4 inches of enemy in any circumstances. Must have 1 unit of normal movement between double time moves.

Changes of direction:

Oblique upto 450 of straight ahead, keep original facing. Change facing by wheeling, measure from outside corner: Exp, Vet and Elite units wheel at full speed, Green and Trained units lose 1/4 move unless in Extended line. Skirmishers move and face any direction so long as no base exceeds move allowance.

Formation changes:

Infantry, column > line > extended line > skirmish order (or reverse), 1/2 move each step.
Cavalry, column > line (or reverse), mount or dismount, 1/2 move each
Infantry may form square from line or column (or reverse): Green 2 turns, Trained 11/2 turns, Experienced 1 turn, Veteran or Elite 1/2 turn

Charge Movement Table

Formation	Road/Track/Open	Rough	Woods	Downhill	Steep Slope
Inf Line	6	5	5	6	3
Inf Extended	7	6	6	7	4
Inf Col *	7	5	3	6	4
Cav Line	12	8	8	10	6
Cav Column	14	7	7	14	7

*Only French infantry may charge in column.

Quick Reference Sheet - Firing (1)

1. Check range: short (s), medium (m) or long (l)
2. Determine number of firing dice (min. 1)
3. Roll dice, select best score(s), refer to Musketry or Artillery Fire Table as approriate
4. Check meaning of result against Firing Results Key
5. Conduct any morale checks specified on Firing Results Key

Weapon Ranges (in inches)

Small Arms	Short	Medium	Long
Pistol	0 - 1	over 1 - 2	over 2 - 3
Cavalry Carbine	0 - 3	over 3- 5	over 5 - 7
Musket	0 - 4	over 4 - 6	over 6 - 8
Rifle	0 - 5	over 5 - 8	over 8 - 12

MUSKETRY FIRING TABLE

range / Firing Unit	Target & (s,m, l) best roll	Inf. line S M L	Inf. Col square S M L	Inf ext line S M L	Skirmishers* S M L	Mtd cavalry S M L	Unlim artill'y S M L	Limb'd artill'y S M L
Green (1D10 before modifiers)	0-2	A B B	A A B	B B C	B B D	A A B	A B C	A C D
	3-4	B B C	A B C	C D E	B C F	A B C	B C D	B D E
	5-6	C D D	C C E	D E F	C D F	B C D	C D E	C E F
	7-8	D E F	D E F	E E F	D E F	C D E	E F F	D F F
	9	E F F	E F F	F F F	E F F	D E F	F F F	E F F
Trained (2D10 before modifiers)	0-2	A A B	A A B	A B C	A B C	A A B	A A B	A B C
	3-4	B B C	A B C	B C D	B C D	A B C	A B C	B C D
	5-6	B C D	B C D	C D E	C D E	B C E	B C D	C D E
	7-8	C D E	C D E	D E F	D E F	C D E	C D E	D E F
	9	D E F	D E F	E F F	E F F	D E F	D E F	E F F
Experienced (3D10 before modifiers)	0-2	A A B	A A B	A A B	A B C	A A A	A A A	A B B
	3-4	A B C	A B B	B B C	A C D	A B B	A B B	A B C
	5-6	B B D	A B C	C D E	B D E	B C C	B C C	B C D
	7-8	C C E	B C E	D E F	C E F	C D E	C D E	C D E
	9	D E F	C D F	E F F	D F F	D E F	D E F	D E F
Veteran (4D10 before modifiers)	0-2	A A B	A A A	A A B	A A B	A A A	A A A	A A B
	3-4	A A B	A A B	A B C	A B C	A A B	A A B	A B C
	5-6	B B C	A B C	B C D	B C D	B B C	A B C	B C D
	7-8	B C E	B B E	C D E	C E F	B C D	B C D	C D E
	9	C D F	C C F	D E F	D F F	C D E	C D E	D E F
Elite (5D10 before modifiers)	0-2	A A A	A A A	A A A	A A A	A A A	A A A	A A A
	3-4	A A B	A A B	A B B	A B B	A A B	A B B	A B B
	5-6	A B B	A B C	B C C	B C D	B B C	A B C	B C C
	7-8	B C E	A C D	B D E	D E F	C C E	B C D	C E E
	9	B D F	B D E	C E F	E E F	D E F	C D E	D F F

FIRING MODIFIERS

+2d10 Per unit/gun if aimed fire versus stationary target (firer must not have moved this turn or last, target not moved this turn

+1D10 per stand firing with rifles or carbines and stationary this turn

-1D10 per unit/gun if target in solid cover (eg walls, earthworks, buildings or dense woods)

-1D10 per unit/gun if target moved over half this turn (artillery turning doesn't count)

-1D10 per unit/gun if firer moved more than half (artillery turning does count)

-1D10 if firer is disordered

-1D10 per stand unable to fire (no line of sight) or lost (eg regiment down to 3 stands = -2 dice)

Regardless of modifiers, the firing unit may always roll at least 1 die.

Quick Reference Sheet - Firing (2)

Artillery	Short	Medium	Long
Light shot or shell	0 - 8	over 8 - 16	over 16 - 24
Light canister	0 - 4	-	-
Med shot or shell	0 - 12	over 12 - 20	over 20 - 32
Medium Canister	0 - 6	-	-
Hvy Shot or shell	0 - 16	over 16 - 28	over 28 - 40
Heavy Canister	0 - 8	-	-

Artillery Firing Table

Target formation and range (canister, short, medium, long)

Artillery unit's experience	best roll	Infantry Line C S ML	Inf column or square C S ML	Inf Extend. Line C S ML	Skirmisher Dis. Cav C S ML	Mounted Cavalry C S ML	Unlimb'd Artillery C S ML	Limbered Artillery C S ML
	0-2	B A B C	A A B B	C C D E	C B C D	B A B C	A A C D	A A B C
Green	3-4	C B C D	B A C C	D D E F	D C D E	C B D E	B B D E	B B C D
	5-6	D C D E	C B D E	E E E F	E D E F	D C E F	C C E F	C C D E
	7-8	E D E F	D C E F	E F F F	F E F F	E D F F	D D F F	D D E F
	9	F E F F	E D F F	F F F F	F F F F	F E F F	E E F F	E E F F
Trained	0-2	B A B C	A A A B	B A B C	B A B C	A A B C	A A B C	A A B C
	3-4	B B B D	B A A C	C B C D	C B C D	B A C D	A A C D	B B C D
	5-6	C B C E	B A B D	D C D E	D C D E	C B C D	B B D E	C C D E
	7-8	D C D F	C B C E	E D E F	E D E F	D C D E	C C E F	D D E F
	9	E D E F	D C D F	F E F F	F E F F	E D E F	D D F F	E E E F
Experienced	0-2	A A B B	A A A A	A A A B	A A A B	A A A A	A A A A	A A B B
	3-4	B A B C	A A A B	B B B C	B B B C	B A B B	A A B C	B B C D
	5-6	C B D D	B A B C	C C D D	C C C D	B B C D	B B C D	C C D E
	7-8	D C E F	C B C D	D D E F	D D E F	C C D E	C C D E	D D E F
	9	E D F F	D C D E	E E F F	E E F F	D D E F	D D E F	E E F F
Veteran	0-2	A A A B	A A A A	A A A A	A A A A	A A A A	A A A A	A A A B
	3-4	B A B C	A A A B	A A B B	A A B B	A A A B	A A B B	A A B C
	5-6	B B C D	B A B B	B B C C	B B C C	B A B C	B B C E	B B C D
	7-8	C B D E	B A B C	C C D E	C C D E	C B C D	C C D E	C C D E
	9	D C E F	C B C D	D D E F	D D E F	D C D E	D D E F	D D E F
Elite	0-2	A A A B	A A A A	A A A A	A A A A	A A A A	A A A A	A A A A
	3-4	A A A C	A A A B	A A A B	A A A B	A A A A	A A A B	A A A B
	5-6	B A B D	A A B B	B B B C	B B B C	A A B B	A A B C	A A B C
	7-8	C B C E	B A B C	B C C D	B C C D	B B C C	B B C D	B B C D
	9	D B D F	C B B D	C D D E	C D D E	C C D E	C C D E	C C D E

Firing Results Key

Result	Musketry vs inf or cavvs	Artillery	Artillery vs Infantry or Cavalry Canister	Shot or Shell	Artillery vs Artillery
A	2 stands*	3 crew*	3 stands*	2 stands*	gun destroyed, 1crew, morale test*
B	2 stands*	2 crew*	2 stands*	1 stand, morale test*	2 crew*
C	1 stand	1 crew	1 stand Shaken	1 crew	
D	Disordered	Shaken	Shaken	Disordered	Shaken
E	Morale test*	Morale test*	Disordered	Morale test*	Morale test*
F	No effect	No effect	Morale test*	No effect	No effect

* Take morale tests immediately, always take morale test if 2 or more stands/crew killed in one phase

Quick Reference Sheet - Charging (1)

1. Check charge distance 2. Check attacker's resolve (take charge morale check if required) 3.Check defenders resolve (take charge morale test if required) 4. If appropriate, move charging unit into contact.

ATTACKER'S RESOLVE TABLE

Morale	Experience/Roll	0	1	2	3	4	5	6	7	8	9
IMPETUOUS	Green	A	A	A	A	A	K	K	M	N	N
	Trained	A	A	A	G	J	K	L	M	M	N
	Experienced	A	A	C	G	J	J	L	L	M	N
	Veteran	A	A	B	E	G	I	K	L	M	M
	Elite	A	A	B	B	E	G	H	K	L	M
CAUTIOUS	Green	A	A	G	K	L	L	M	M	N	N
	Trained	A	B	G	G	G	K	L	M	M	N
	Experienced	A	D	G	G	I	J	K	L	M	N
	Veteran	A	D	F	G	G	H	J	L	M	M
	Elite	A	B	D	E	E	G	H	K	L	M
STEADY	Green	A	A	A	G	K	K	M	M	N	N
	Trained	A	A	C	G	J	K	L	M	N	N
	Experienced	A	B	E	F	G	I	K	L	M	N
	Veteran	A	B	D	E	F	G	H	J	M	N
	Elite	A	B	B	B	B	D	G	H	I	M
CONFIDENT	Green	A	A	A	B	C	G	J	K	M	N
	Trained	A	A	B	C	F	G	H	L	M	N
	Experienced	A	B	B	E	F	F	G	K	M	N
	Veteran	A	B	B	D	D	E	F	H	I	L
	Elite	A	B	B	D	D	D	E	G	H	L
ARROGANT	Green	A	A	A	A	A	A	C	K	M	N
	Trained	A	A	A	A	C	C	K	M	M	N
	Experienced	A	A	A	B	B	E	H	L	M	M
	Veteran	A	A	A	B	B	B	E	H	L	M
	Elite	A	A	A	B	B	B	C	D	H	M

ATTACKER'S RESOLVE TABLE KEY

Result	Infantry	Cavalry
A	Charge home	Charge home
B	Attack at walk, no charge bonus	Charge home at trot., no charge bonus
C	Close to short range and fire. No charge	Charge disordered, no charge bonus, penalty for disordered
D	Close to medium range and fire. No charge	Charge disordered, no charge bonus, penalty for disordered
E	Close to long range and fire. No charge.	Move 1/2 distance, become disordered
F	Take charge morale test	Move 1/2 distance, become disordered
G	Take charge morale test	Halt, do not charge
H	Pull back 1 inch and fire (if still in range)	Halt, do not charge
I	Halt and fire at close range - rout if countercharged	Break off charge and retire 2 inches
J	Halt and fire at med. range - rout if countercharged	Break off charge and retire 4 inches
K	Halt and fire at long range - rout if countercharged	Take charge morale test
L	Retire 2 inches facing the enemy	Take charge morale test
M	Retire disordered 2 inches NOT facing the enemy	Rout
N	Rout	Rout

Quick Reference Sheet - Charging (2)

DEFENDER'S RESOLVE TABLE

Morale	Experience	ASSAULT 0-3	4-5	6-8	9	ADVANCE 0-3	4-5	6-8	9	ENGAGE 0-3	4-5	6-8	9	HOLD 0-3	4-5	6-8	9	RETIRE 0-3	4-5	6-8	9
IMPETUOUS	Green	Q	R	Y2	Z	Q	R	T	Z	Q	W	Y1	Z	R	Y1	Y2	Z	R	Y2	Y3	Z
	Trained	Q	R	Y1	Y2	R	T	Y1	Y3	R	V	Y1	Z	S2	Y1	Y2	Z	S3	Y2	Y3	Z
	Experienced	Q	T	X	Y1	R	S3	W	Y2	S1	S2	V	Y3	S2	Y1	Y1	Z	S3	Y1	Y2	Z
	Veteran	R	S2	T	Y1	S1	S1	S3	Y1	S2	S2	U	Y2	S3	T	W	Y3	U	U	V	Z
	Elite	R	R	S1	T	S1	S2	S3	U	S1	S1	S2	V	S2	S3	T	X	S2	U	U	Y1
CAUTIOUS	Green	Q	S2	T	W	S2	T	V	W	S2	V	W	X	S3	T	W	Y3	W	Y1	Y2	Z
	Trained	R	S1	T	W	S1	V	W	W	S2	V	V	X	S2	T	V	Y2	T	W	Y2	Y3
	Experienced	R	S1	U	V	S1	S3	T	V	S1	T	U	W	S2	S3	T	X	S2	T	X	Y1
	Veteran	S1	T	U	U	S1	S2	T	V	S1	S2	T	V	S1	S2	S3	W	S2	S3	T	X
	Elite	S1	U	U	V	S1	S2	S3	V	S1	S2	S3	V	S1	S1	S2	W	S1	S2	S3	W
STEADY	Green	R	T	T	Y1	R	S2	T	Y2	S2	T	T	Y2	T	T	T	Y3	T	W	Y2	Z
	Trained	R	T	W	Y1	S2	S2	S3	Y1	S3	T	U	Y1	S3	S3	T	Y2	V	W	Y1	Y2
	Experienced	S1	S3	T	U	S1	S2	S2	U	S1	S3	T	V	S2	S2	S3	W	S3	V	W	Y1
	Veteran	S1	S2	S3	U	R	S1	S2	U	S1	S2	S3	U	S1	S1	S2	V	S2	T	U	W
	Elite	U	U	U	V	R	R	S1	V	S1	S1	S2	V	S1	S1	S1	V	S2	S3	T	V
CONFIDENT	Green	Q	R	S3	T	Q	R	T	W	R	S3	T	W	R	T	W	Y1	S2	S3	W	Y2
	Trained	R	S2	T	U	R	R	S2	U	R	S2	S3	U	S2	S3	T	V	S2	S3	V	W
	Experienced	S1	S2	S3	T	S1	S2	S3	T	S2	S2	S3	U	S2	S2	S3	V	S2	S3	T	V
	Veteran	S1	S2	U	U	S1	S1	S2	U	S1	S1	S2	U	S2	S2	S2	U	S2	S2	S3	V
	Elite	S1	S1	S2	U	S1	S1	S1	U	S1	S1	S1	U	S1	S1	S2	U	S2	S2	S2	U
ARROGANT	Green	Q	Q	R	T	Q	R	Y1	Y2	R	R	S3	W	R	S3	T	W	T	T	W	Y1
	Trained	Q	R	R	S3	Q	T	T	T	S2	S3	T	U	S3	S3	S3	V	S3	S3	V	W
	Experienced	R	S2	T	U	R	R	T	U	S1	S2	S3	U	S2	S2	S3	V	S2	S3	T	V
	Veteran	R	S1	U	U	R	R	S1	U	S1	S1	S2	U	S1	S2	S3	U	S2	S2	S2	V
	Elite	S1	S1	U	U	R	R	R	U	S1	S1	S1	U	S1	S1	S1	U	S1	S2	S3	V

Result	Infantry	Dismounted Cavalry	Mounted Cavalry	Artillery
Q	Counter-charge	Fire full eff. retire 1/2 move	Counter-charge	Fire double canister
R	Fire at short range, then fight	Retire full move and remount	Counter-charge	Fire at short range effect
S1	Fire med range, then fight	Fire 1/2 eff., retire full move	Receive charge stationary	Fire at medium range effect
S2	Fire at long range, then fight	Retire full move, disordered	Receive charge stationary	Fire at long range effect
S3	Stand, fire if not charged	Morale Test	Receive charge stationary	Limber gun, retire 1/2 move
T	Morale Test	1 std flee, rest fight if charged	Counter-charge disordered	Morale Test
U	Pull back 1/2 move and fire	2 std flee, rest fight if charged	Morale Test	Defend gun, fight if charged
V	Pull back full move and fire	Ret 1 mve facing , horses bolt enemy	Retire 1/2 move, face	Abandon gun, crew flee 1/2
W	Retire not facing the enemy	As above, but NOT facing	Retire full move, face enemy	Spike gun and flee 1/2 move
X	Retire disordered, not facing	Shaken, cannot move or fight	Retire full move not facing	Surr. if chgd or spike and rout
Y1	1 std flees, rest stand & fight	Rout	As X, plus disordered	Spike gun and rout
Y2	2 stds flee, rest stand & fight	Rout	1 std flees, rest stand & fight	Rout, leaving gun
Y3	3 stds flee, rest stand & fight	Rout	2 stds flee, rest stand & fight	Rout, leaving gun
Z	Unit routs	Rout	Rout	Rout, leaving gun

Quick Reference Sheet - Charge Morale Tests

Use this table only for Morale Tests required by Attacker or Defender Resolve Table

CHARGE MORALE TABLE

MORALE	EXPERIENCE	ATTACKER 0-3 4-5 6-8 9	DEFENDER WITH ASSAULT ORDER 0-3 4-5 6-8 9	DEFENDER WITH ADVANCE ORDER 0-3 4-5 6-8 9	DEFENDER WITH ENGAGE ORDER 0-3 4-5 6-8 9	DEFENDER WITH HOLD ORDER 0-3 4-5 6-8 9	DEFENDER WITH RETIRE ORDER 0-3 4-5 6-8 9
IMPETUOUS	Green	A A G J	B C E F	B C E F	B C E J	C E J L	E F I L
	Trained	A C H K	B D J F	B D E F	B E F H	E G I K	H I K L
	Experienced	A C D F	A B D G	B C D E	C D E F	D H I J	H I I J
	Veteran	A F F H	A B C D	A B F G	C D D E	D G H I	G I J K
	Elite	A B C I	A C D G	A B D F	A B F G	D F G H	G H I K
CAUTIOUS	Green	A B E H	B C G K	C E J K	E G H I	E I J K	H I K L
	Trained	A D G K	B E F H	C G H J	G H H I	E F H I	I J K L
	Experienced	B F H I	B D E F	B D F G	D F H I	F G H I	G H I K
	Veteran	B C F H	C D F G	B C F G	D E F G	D E F G	G I J K
	Elite	B F F I	A C D F	A D E G	B C D F	C D E F	F G I K
STEADY	Green	A E G L	B C D G	B E F G	B D I K	E I J K	H I K L
	Trained	A D H K	C E H J	B C D E	C E H J	E H I J	H J K L
	Experienced	B C F H	C D F I	C D G H	D F G H	E F G H	I I J L
	Veteran	B F H I	B C D F	C D E F	D F F G	D G H I	G H I J
	Elite	B F H I	A D F H	C D F G	D E F F	D E F G	G G H I
CONFIDENT	Green	A B D G	B C E F	B E G H	C E F H	C E G H	H I K L
	Trained	A C G H	C D F G	B D G I	C D F G	D G H I	E I J K
	Experienced	B C F I	A C D F	B C D F	B C D F	D E G H	E H I J
	Veteran	B C F F	A B D F	A C D E	B C D E	D E G I	E G I J
	Elite	B C D F	A B C D	A B C D	A B D F	D F G H	D G H I
ARROGANT	Green	A B B E	B C E F	B C F I	C E F G	B E E H	E H I K
	Trained	A B E F	B D F G	B D F H	C D E F	D E G H	H I J K
	Experienced	A A C F	A B D G	A C D E	B C D E	C D E F	G H I J
	Veteran	A B F F	A A C D	A B D E	A D E F	C D F G	D G H I
	Elite	A C F F	A A A F	A B C D	A B D E	A C D F	C D G I

Charge Morale Test Results Key

Result	Attacker Infantry	Attacker cavalry	Defender Infantry	Defender cavalry	Def. dismtd cav.	Defender Artillery
A	Charge to contact	Charge to contact	Counter-charge	Counter-charge	Fire short range	Fire double canister
B	Attack disordered	Attack disordered	Stand, fire if not charged	Counter-charge disordered	Fire long range, mount, retire 4in	Ret by recoil 1 inch
C	Halt, fire short rge	Attack disordered	Fire at close range, fight if charged	Receive at halt	Mount up and retire full move	Crew retreat 4in, abandon gun
D	Attack falters - test resolve again	Refuse to charge, halt	Fire at half effect using 2D10, fight	Receive at halt	Mount up and retire full move	Crew pinned, surrender if attacked
E	Fall back 4 inches	Fall back 6 inches	Hold orders changed to retire	About turn and retire for 8 inches	Retire half move on foot	Crew pinned - will be killed if attacked
F	Fall back 6 inches	Fall back 8 inches	Fall back 4 inches	Turn, retire 8in disordered	Retire full move on foot	Crew abandons gun and routs
G	One stand flees, remainder fire	Assault orders changed to advance	Fall back 6 inches	One stand flees- remainder fights	Horse's bolt, retire half a move on foot	Crew abandons gun and routs
H	Two stands flee, remainder fire	Turn about and retire a full move	One stand flees, remainder fights	Two stands flee, remainder fights	Horse's bolt, retire a full move on foot	Crew abandons gun and routs
I	Halt and fire at half effect using 2D10	Feint.. Halt halfway to enemy	Two stands flee, remainder fights	Retire a full move	Panic and rout	Crew abandons gun and routs
J	Assault orders changed to Advance	Feint. Halt halfway to enemy, disordered	Three stands flee, remainder fights	Evade full move and scatter - 2 turns to reform	Panic and rout	Crew abandons gun and routs
K	Panic and rout	Panic and halt shaken	Panic and rout	Panic and rout	Panic and rout	Crew abandons gun and routs
L	Panic and rout	Panic and Rout	Panic and rout	Panic and rout	Panic and rout	Crew abandons gun and routs

Quick Reference Sheets - Close Combat

1. Determine no of attacker's dice and roll. Check modifiers to see how many to roll and apply.
2. Select best result(s),apply to Attacker's Melee Resolution Table and Melee Results Key
3. Before removing casualties, Defender uses Defender's Melee Resolution Table and Melee Results Key
4. Remove all casualties, move units pushed back etc. 5. Conduct melee morale test

Usually single best result is applied to Resolution Table, but see modifiers below

Melee Modifiers

Charging , count results of 2 dice   Counter-charging cancels charger's bonus
Attacking flank: count results of 3 dice   Behind defences, defender rejects 2 of attacker's rolls
Cav vs Inf square of 6+ stands, -1 die   Inf square v Cav may cancel enemy charge bonus OR
Disordered (att or def) roll -1 die   roll 1 extra die on Defender Resolution

For each stand below full strength - opponent can discard that number of rolls
Extended line versus line or column, roll 1 fewer dice

Attacker (Defender)

Melee Resolution	Die roll	Inf v Inf	Inf v Cav	Cav v Inf	Cav v Cav	Inf v Art	Cav v Art
	0-2	B (B)	D (D)	B (B)	B (A)	A	A
Green	3-4	D (C)	E (E)	C (C)	D (B)	B	A
(1D10)	5-6	E (D)	G (G)	D (E)	E (D)	C	B
	7-8	F (E)	H (H)	G (G)	F (E)	E	C
	9	H (F)	I (I)	J (I)	J (F)	E	D
Trained	0-2	A (A)	B B()	B A()	B (A)	A	A
(2D10)	3-4	C (C)	D D()	C (B)	C (B)	B	A
	5-6	D (E)	E (E)	D (D)	E (C)	C	B
	7-8	E (F)	G (G)	D (E)	F (E)	D	B
	9	F (F)	H (H)	E (G)	G (F)	E	C
Experienced	0-2	A (A)	B (B)	A (A)	B (A)	A	A
(3D10)	3-4	B (B)	C (C)	B (B)	C (B)	A	A
	5-6	C (E)	D (E)	C (D)	D (C)	B	B
	7-8	D (F)	E (G)	D (E)	E (D)	C	C
	9	E (F)	F (H)	E (G)	F (B)	D	D
Veteran	0-2	A (A)	B (B)	A (A)	A (A)	A	A
(4D10)	3-4	A (B)	C (C)	A (B)	B (B)	A	A
	5-6	B (C)	D (D)	B (D)	C (B)	B	A
	7-8	D (D)	D (E)	C (E)	D (C)	B	D
	9	E (E)	E (G)	D (H)	E (D)	C	C
Elite	0-2	A (A)	B (B)	A (A)	A (A)	A	A
(4D10)	3-4	A (B)	C (C)	A (B)	B (B)	A	A
	5-6	B (C)	D (E)	B (C)	C (C)	A	A
	7-8	B (E)	D (G)	B (E)	C (E)	A	A
	9	C (G)	E (H)	C (H)	E (F)	C	C

A - 2 enemy stands killed. **B -** 1 enemy stand killed. **C -** 1 enemy stand flees. **D -** Enemy pushed back 4". **E -** Enemy test morale. **F -** Stalemate. **G -** Own unit pushed back 4". **H -** 1 of own stand killed. **I -** 2 of own stands killed. **J -** Own unit test morale.

Quick Reference Sheet - Morale Tests

Check morale when: Unit from own brigade routed or seen wiped out within 12"/To recover from shaken, disordered or routing/unit's brigade or higher officer killed within 12"/Unit has taken casualties this turn and not taken a morale test for any other reason.

Morale tests resulting from charging procedure (testing resolve) use the Charge Morale Table (p.144). All other morale tests are taken as follows. Roll 2D10 ('0' = 10) and apply modifiers. Final score lower than unit's Basic Factor (BF) = test passed, otherwise failed by number BF is exceeded by.

Add 1 to dice roll

Each stand lost by unit to date

If the Brigade Commander has been lost this turn

Raw Trained or Raw Green troops under fire for 1st time

Currently disordered or shaken

If there are no friendly units within 4 inches

Any enemy unit within 4 inches

Fired on or attacked from flank or rear

EACH friendly unit routing, retiring or destroyed in 5 inches

Unit pushed back in melee

Subtract 1 from dice roll

If unit is at full strength

Brigade commander within 5 inches
If the Divisional Cdr is within 5 inches

If the Army or Corps Cdr is within 6 inches
If there are friendly troops within 4 inches

Unit has inflicted casualties on enemy this turn

If unit is in cover
Any routing or retiring enemy within 4 inches

If unit has been victorious in melee

Morale Table

Morale	Experience	Assault Order failed by					Advance Order failed by					Engage Order failed by					Hold Order failed by					Retire Order failed by				
		1-4	5-8	9-12	13-16	11-20	1-4	5-8	9-12	13-16	11-20	1-4	5-8	9-12	13-16	11-20	1-4	5-8	9-12	13-16	11-20	1-4	5-8	9-12	13-16	11-20
Impetuous BF9	Green	A	C	F	G	H	A	A	B	D	F	A	A	B	F	G	A	B	B	E	G	A	B	F	G	H
	Trained	A	B	C	F	H	A	B	D	F	G	A	B	F	G	H	B	E	F	G	H	B	F	G	H	I
	Experien'd	B	B	G	H	I	B	D	F	G	H	B	F	G	H	I	E	F	G	H	I	F	G	H	I	J
	Veteran	B	C	H	H	I	D	F	G	H	I	B	F	F	G	H	F	G	G	H	I	G	G	H	I	J
	Elite	B	C	C	H	I	F	G	H	I	J	B	F	G	G	H	G	H	H	I	J	H	H	I	J	J
Cautious BF8	Green	B	C	F	H	I	B	B	D	F	G	A	B	F	G	H	B	E	G	H	I	F	G	H	I	J
	Trained	B	F	G	H	I	B	D	F	G	H	B	F	G	H	I	E	G	H	I	I	G	H	I	I	J
	Experien'd	A	B	C	H	I	D	F	G	H	I	F	G	H	I	I	F	G	H	I	J	H	H	I	J	J
	Veteran	A	C	G	H	I	D	G	H	I	J	F	H	I	I	J	G	H	I	I	J	H	I	I	J	J
	Elite	B	C	G	H	I	G	H	I	I	J	H	H	I	J	J	E	G	H	I	J	I	I	J	J	J
Steady BF10	Green	A	A	B	F	G	A	B	D	G	H	B	F	G	H	I	A	E	F	G	H	B	G	H	I	J
	Trained	A	B	C	G	H	B	D	F	G	H	F	G	H	I	J	B	E	E	F	G	F	G	H	I	J
	Experien'd	B	C	F	H	I	B	F	G	H	I	F	F	G	H	I	E	F	G	H	I	G	H	H	I	J
	Veteran	B	C	G	H	I	A	B	F	G	H	A	B	F	G	H	E	G	H	I	J	H	H	I	I	J
	Elite	A	B	F	G	H	B	F	G	H	H	B	F	G	H	I	E	G	H	I	I	H	I	I	J	J
Confident BF11	Green	A	A	B	F	G	A	B	D	F	G	A	A	B	B	F	A	B	B	E	F	B	B	F	G	H
	Trained	A	A	C	G	H	B	D	F	G	H	A	B	F	F	G	A	B	E	F	G	B	F	G	H	I
	Experien'd	A	B	B	C	F	B	F	G	H	I	A	B	F	G	H	B	E	F	G	H	F	G	H	I	J
	Veteran	A	B	C	F	G	B	D	F	G	H	B	B	F	G	H	E	F	G	H	I	G	G	H	I	J
	Elite	A	C	F	G	H	D	F	G	H	H	B	F	G	H	I	F	G	H	I	J	G	H	I	I	J
Arrogant BF12	Green	A	A	A	B	C	A	A	A	B	D	A	A	B	B	F	A	B	E	F	G	A	B	F	G	H
	Trained	A	B	B	C	F	A	A	B	D	F	A	B	B	F	G	A	E	F	G	H	A	F	G	H	I
	Experien'd	A	B	C	F	G	A	B	D	F	G	A	B	F	G	H	A	B	E	F	G	A	G	H	I	J
	Veteran	A	C	F	G	H	B	D	F	G	H	A	F	G	H	I	A	B	B	E	F	A	H	I	I	J
	Elite	B	C	F	G	H	D	F	G	H	I	A	G	H	I	J	A	B	E	F	G	A	I	I	J	J

Infantry or Cavalry: A - Disordered, must halt. B - Shaken. C - Assault order changes to Engage. D - Advance orders change to Hold. E - Hold orders to change. F - Retire 2", not facing enemy. G - Retire 4", not facing enemy. H - Retire 6", not facing enemy. I - Rout as mob. J - Rout scattered and disordered.

Deployed Artillery: A - Shaken. B - H orders change to Retir. C - Limber and retire 2". D - Limber and retire 4". E - Abandon gun, run to nearest friends. F - Spike gun, retire 6". G - Spike gun, surrender if enemy in 4". H - Gun captured, crew surr. if enemy in 4". I - Crew rout, gun captured. J - /.

Limbered Artillery: A - Shaken. B - H orders change to Retire. C - Retire 4". D - Retire 8". E - Ride towards nearest friends. F - Retire 4", gun overturned. G - Captured if enemy in 4" or rout. H - Rout. I - Rout. J - Rout.

Routers: A - Rally but shaken to reform. B - Rally but disordered. C - Rout continues. D - Rout continues. E - Rout continues. F - Rout continues. G - Rout continues. H - Rout continues. I - Dispersed, remove. J - Dispersed, remove.