Sequence of Play

1	**Orders**	**2**	**Movement**	**3**	**Combat**	**4**	**Reform**
5	**Fatigue**	**6**	**General Will**	**7**	**Replace commanders**	**8**	**Commanders move**

Movement

	Normal	**March Column**	**Turns up to 90°**	**Crossing linear obstacles**	**Difficult Terrain**
Early Tercios	10 ins	15 ins	Full move	Full move	5 ins
Infantry brigades	12 ins	18 ins	½ move	Full move	6 ins
Irregular infantry	12 ins	18 ins	Free	½ move	8 ins
Detachments	12 ins	18 ins	Free	½ move	8 ins
Rabble	10 ins	n/a	Full move	Crossing points	5 ins **and disorder**
Infantry guns	10 ins	n/a	½ move	Full move	3 ins **and disorder**
Field Artillery	6 ins	n/a	Full move	Crossing points	n/a
Heavy Artillery	2 ins	n/a	n/a	Crossing points	n/a
Cavalry Brigade	18 ins	27 ins	½ move	Full move	8 ins **and disorder**
Double Brigade	16 ins	24 ins	Full move	Full move	6 ins **and disorder**
Irregular cavalry	24 ins	36 ins	Free	½ move	8 ins
Commanders	24 ins	n/a	Free	½ move	12 ins

Units in March Column are not affected by Difficult Terrain but do pay any penalties for Linear Obstacles.

Combat

During the Combat phase any eligible units, of both sides, may conduct shooting then resolve any melee combat.

Both sides roll their combat dice and discard any scores below 4. The remaining dice are possible hits.

Combat dice - number of d6 rolled	**Range**	**Shooting**	**Melee**
Infantry detachments, dismounted dragoons	3 ins	1	1
Irregular infantry	3 ins	1	2
'Rabble' infantry and March Columns	-	-	1
Early Tercio	3 ins	2	3*
Infantry brigades	3 ins	2#	2*
Cavalry brigades	2 ins	1	3
Double brigades	2 ins	2	2
Dragoons (mounted)	2 ins	1	1
Irregular cavalry	2 ins	1	1
Infantry guns (up to 2lb shot)	6 ins	1	-
Field Artillery (2 - 4lb shot)	12 ins	1	-
Heavy Artillery (over 4lb shot)	24 ins	1	-

Modifiers to the number of d6 rolled

Unit attacking enemy flank	+ 1 in all combats	Unit disrupted	- 1 in all combats
* Infantry with pike	+ 1 in Melee against mounted	Company in March Column	- 1 in all combats
# Veteran infantry volley fire	+ 1 in Shooting if not disordered.	Brigade/Tercio in March Column	- 2 in all combats
Veteran cavalry (not dragoons)	+ 1 in Melee	Unit routed	- 2 in all combats
Lance armed cavalry	+ 1 in Melee if enemy not sound		

Saving Throws

Each roll of 4 or more saves a single hit. It is possible for the unit to save all of the hits against it.

Early Tercios	3 saving dice	**Brigades and Double Brigades**	2 saving dice	**All companies**	1 saving die
Veteran units		+ 1 saving die	Hit caused by close range shooting		- 1 saving die
Hit caused by Raw, Disordered or Disrupted troops		+ 1 saving die	Hit caused by close range artillery fire		- 1 saving die
Fully armoured cavalry (Cuirassiers, etc) in melee		+ 1 saving die	Unit is disordered		- 1 saving die
Unit is uphill from attacking enemy (shooting only)		+ 1 saving die	Unit is disrupted		- 2 saving dice
In buildings, or cover		+ 1 saving die	Unit attacked in flank		- 1 saving die
			Unit attacked in rear		- 2 saving dice

Shooting Results

A unit may fire at any unit within its range and to which it has a Firing Lane. All firing is considered to be simultaneous.

Calculate the number of d6 you have for your unit. Roll for Hits and Saves, and compare the unsaved hits with the results table below.

1 hit	Sound units become Disordered (yellow counter).
	Disordered units become Disrupted (red counter).
	Disrupted units take a Disorder Test; if the unit fails then it is routed (red and yellow counters), and immediately moved a full move away from the source of the firing (facing away from the shooter). If it passes then it recoils 4ins away from the shooter (facing towards the shooter).
2 hits	Sound units become Disrupted (red counter).
	Disordered units become Disrupted and Recoil 4ins from the shooter (facing towards the shooter).
	Disrupted units are routed.
3 hits	Sound units become Disrupted and Recoil 4ins from the shooter (facing the shooter).
	If the target was already disordered, or disrupted, then it is routed.
4 or more hits	Sound units are routed.
	If the target was already disordered, or disrupted, then it is destroyed and after making its rout move it is removed from the battle.

A routed company is removed from the battle after making its rout move.

Melee Results

Calculate the number of d6 for each unit, modifying as necessary. Roll for Hits and Saves, and record the unsaved hits.

Outcome	**Effect on the loser**
Scores are equal = Stand-off.	
Infantry v Infantry and Cavalry v Cavalry Infantry v Cavalry	- Both units remain engaged into the next turn. - The cavalry may attempt to 'break off' (see below) or remain engaged.
Scores differ by one hit = Recoil. Loser is moved 4ins backwards (facing towards the enemy).	
One attacking unit may advance into the vacated ground and make a facing change.	Sound units become Disordered (yellow). Disordered units become Disrupted (red). Disrupted units become Routed (red and yellow) and make a rout move.
Scores differ by two hits = Rout. The Loser makes a rout move.	
The winner tests for Impetuous Pursuit. One of the winner's units that did not declare an Impetuous Pursuit may advance into the vacated ground and make a facing change.	Sound or Disordered units become Routed and make a rout move. Disrupted units become Routed and make a rout move. It then takes a Disorder Test; if it fails this test it is removed from the battlefield.
Scores differ by three or more = Destruction.	
The winner tests for Impetuous Pursuit. One of the winner's units that did not declare an Impetuous Pursuit may advance into the vacated ground and make a facing change.	The losing unit makes a rout move and is then removed from the field (also see Impetuous Pursuit below).

Retreats

A recoiling, or routing, unit must move directly away from the enemy unit that caused its retreat. It may pass between enemy brigades as long as there is a 5-inch gap between the enemy units. If there is not enough space then the retreating unit is eliminated.

- **Recoiling units** must attempt to move the full distance of the recoil, even if this forces the unit into difficult terrain (woods, buildings, etc). They use the 'Normal' move rates and costs with some adjustments.
- **Routing units** use the 'March Column' move rates but do not change their formation. They must attempt to move the full distance, and pay normal costs for terrain with some adjustments.
- **Pursuing units** use the 'Normal' move rates and pay normal movement costs for terrain.

Impetuous Pursuit

If a losing unit ends its rout move within 18ins and line of sight of the winning unit(s) then the winning unit(s) must test to see how it (they) responds to the opportunity to attack the enemy at his most vulnerable. **Disrupted units may not engage in Impetuous Pursuit.**

Roll a d6 adding or subtracting from the modifiers below.

Sound enemy cavalry within 8ins	+ 1	Clear path to routers within 18ins	- 1
Routers are a sub-unit	+ 1	Pursuers are Rabble	- 1
Pursuers are a Detachment	+ 1	Pursuers are Irregulars	- 2
Pursuers are an Infantry Brigade	+ 3	Pursuers are sound Cavalry brigade	- 2
Pursuers are a Tercio	+ 4	Pursuers are sound Double brigade	- 1
Pursuers are under Hold orders	+ 1	Pursuers are under Attack orders	- 1
Pursuers are under Withdraw orders	+ 2	Pursuers are Raw	- 1
Pursuers are Veterans	+ 1	Heroic Wing Commander	- 1
Pursuers are disordered	+ 1	Politico Wing Commander	- 1
Pursuers are in buildings	+ 2		
Pursuers are behind fortifications	+ 2		

If the resulting score is 3 or less, the winning unit declares an Impetuous Pursuit.

Units leaving the battlefield as a result of combat

Units that leave the battlefield in rout may never return. Units that leave the battlefield in pursuit may return. Use the Reform phase to reduce their level of disorder. Once the unit is sound it may return within 6 ins of its exit point.

Disorder

Roll a d6, and make any appropriate adjustments. All factors are cumulative. If the modified score is 4 or more then the unit passes its test.

Modifiers before the / are for Normal sized units. After the / are for Early Tercios & Double Brigade sized units.			
Raw	0 / + 1	Rabble	- 1
Trained	+ 1 / + 2	Brigade in Difficult Terrain	- 1
Veterans	+ 2	Within 8ins of sound enemy brigade	- 1
Defending linear obstacle	+ 1	Disordered	- 1 / - 2
Defending uphill of attacking enemy	+ 1	Disrupted	- 2 / - 3
Under Hold orders	+ 1	Routed	- 3 / - 4
Attacking enemy flank	+ 1	Under artillery fire	- 1
Sound friendly brigade, or Tercio, **on one flank**	+ 1	Enemy brigade behind flank within 8ins	- 1
Sound friendly brigades, or Tercios, **on both flanks**	+ 1	Attacked in the flank or rear	- 2 / - 1
Wing Commander attached	+ 1		
No enemy unit within 24"	+ 1		
Higher Commander attached	+ 2		
Attacking enemy rear	+ 2		
In buildings or behind fortifications	+ 2		

Reforming from Disorder

After all movement and combat have been completed then both players may try to reform any units that are in command **and** not in within 4 ins of the enemy. Each unit takes a Disorder Test. If it passes then the unit may remove one level of disorder.

If it fails then nothing happens. **An unsound unit does not add further disorder as a result of failing an attempting to reform.**

Cohesion

Fatigue - Roll a d6 and adjust this with the following modifiers (all cumulative):

Within 8ins of the enemy	+ 1	Each sound infantry brigade or Tercio	- 1
Commander or attached General is wounded	+ 1	Each sound veteran brigade or Tercio	- 1
Commander or attached General is killed, or off table	+ 2	If under Hold orders	- 1
Each company lost	+ 1	No sound enemy unit within 24"	- 1
Each brigade off-table and not destroyed	+ 1	Wing Commander is a hero	- 1
Each Disordered Tercio or Double Brigade	+ 1	Higher Commander attached to the Wing	- 1
Each Disrupted brigade, Tercio or Double Brigade	+ 2		
Each Routed or destroyed brigade, Tercio or Double Brigade	+ 3		

If the modified die roll is 7 or less then the wing is unaffected and continues as normal.

General Will

At the end of any turn that his army contains a Fatigued Wing an Army Commander must test his will to fight on. Compare the number of brigades currently routed (both on and off table). **A single Tercio, or a Double Brigade, counts as two brigades for this process.**

		Number of brigades in the army						
		5 - 10	11 - 15	16 - 20	21 - 25	26 - 30	31 - 35	36 - 40
Number of routed brigades in the army	1	6	6	Automatic pass				
	2	4	5	6	6	Automatic pass		
	3	3	4	5	6	6	6	Automatic pass
	4	1	3	4	5	6	6	6
	5	0	2	3	4	5	5	6
	6	Automatic fail	1	2	4	4	4	5
	7		0	1	3	4	5	5
	8			1	2	3	4	4
	9			0	1	3	3	4
	10				1	2	3	3
	11				0	1	2	3
	12					1	1	2
	13					0	1	2
	14						0	1
	15							1
	16							0
	17							

Roll a d6. If the adjusted score is equal to or less than the number indicated in the above table then the General's resolve is good and he continues the battle as normal. If the adjusted score is more than the number indicated then the General's army must be ordered to withdraw next turn.

If both sides fail at the same time then both withdraw and the usual result is a draw.

If one commander's resolve fails and the other commander's resolve is good then Victory is declared.