

Game Turn

- 1. Initiative** CinC's roll 2xD6 for Initiative & their Quality modifier.
- 2. Command** Generals to change Orders of Brigades or Divisions; First CinC, then Divisional Generals or Brigadiers.
- 3. Compulsory Moves** As a result of Morale or Melee.
 - Retreating or Routing Units make a full move back
 - Bonus moves from a successful Melee now happen.
 - Broken Brigades retire 4 x Average Dice or D6.
- 4. Charges** Winner of Initiative complete all Charging Units first
 - Units on 3DP's at beginning of Turn can't Charge.
 - Defender cannot react if Charger contacts on 1st movement dice
 - All Chargers must take a Morale Test to go in
 - *N.B. Specifics on Brigade Orders & Charges overleaf.*
- 5. Movement** Winner of Initiative Moves first
 - All units not in charges or compulsory moves, may move/change formation by $\frac{1}{2}$ /all their movement dice.
 - Order Units may make a $\frac{1}{2}$ move & still fire.
 - Skirmishers may take full move & fire
- 6. Firing** Winner of Initiative fires first.
 - Order Foot & Artillery roll 2 x D6 & All Modifiers
 - Skirmishers roll a D6 for each group of figures.
 - Men killed by Initiative Player don't shoot back.
- 7. Melee** All Units in Melee must roll 2xD6 & All modifiers
 - Pushbacks & Follow-ups happen immediately.
 - Retreats, Routs & Pursuits happen in **(3) Compulsory Moves**, next turn
- 8. Morale** All Units testing Morale, roll 2xD6 & All modifiers
 - For seeing Friends Rout or Disperse within 12"
 - To Rally a Unit from Retreat or Rout.
 - Receiving 10+% casualties in one Turn
 - If shot in rear by Artillery or Close Order Foot
- 9. Removal of Disruption Points (DPs)**
 - Any Unit can incur DPs as a result of Movement, Firing or Melee.
 - DPs count as a penalty on Melee, Morale & Firing rolls
 - DPs can be removed - refer to QRS for details

Brigade Orders & Charges

Assault

Brigade Order Units must assault a specific terrain feature or Enemy brigade..

- No limit on Charges of Order Units within Brigade.
- If Foot Units out of Command radius of Brigadier, they must roll 5 or 6 to pass.
- If Cavalry Units out of Command radius of Brigadier, they must roll 4, 5 or 6 to pass.

Engage

For a Brigade to move within musket/rifle range of enemy

- Foot Units cannot Charge Order Foot except to CounterCharge.
- Foot & Cavalry can charge Skirmishers at will.
- Cavalry can issue one Charge per turn against Order units
- Skirmishers can Charge Skirmishers
- Cavalry can Countercharge at will.

Support

Detailed to support a specific Brigade from left, right or rear.

- Foot Units cannot Charge Order Foot except to CounterCharge.
- Foot & Cavalry can charge Skirmishers at will.
- Cavalry can issue one Charge per turn against Order units
- Skirmishers can Charge Skirmishers
- Cavalry can Countercharge at will.

Move

To move a Brigade to a specific terrain point or next to a friendly Brigade.

- Units can Charge Skirmishers
- If enemy units in Brigade 'Move' area & on 3 DPs, Units can Charge
- Cavalry may Countercharge.
- An Excellent Brigadier may order one Charge.
- An Average Brigadier may order one Charge on a 5 or 6
- Poor Brigadiers are ignored.

Hold

For a Brigade to hold a specific area or terrain feature

- Units can Charge Skirmishers
- If enemy units in Brigade 'Hold' area & on 3 DPs, Units can Charge
- Cavalry may Countercharge.
- An Excellent Brigadier may order one Charge.
- An Average Brigadier may order one Charge on a 5 or 6
- Poor Brigadiers are ignored.