

### PREPARING THE TERRAIN

- ❖ **Gentle hills, broken terrain, roads** are worth **1 option** (2 if out of format item). A maximum of 2 roads can be placed.
- ❖ **Steep or wooded hills, difficult terrain, impassable terrains, simple linear obstacles** are worth **2 options** (3 if out of format item). A maximum of 2 simpler linear obstacles can be placed.
- ❖ **The river, other waterways lying at the edge of the table and fields bordered by linear obstacles** (whether opened or broken ground) are worth **3 options**. Only one of each type can be placed.

### ACTIVATION AND THE TURN SEQUENCE

Units are activated in accordance with the **TURN SEQUENCE** into which each turn is subdivided.

- 1) Deciding the Initiative (4.1.1) and the Command that can be activated.
- 2) The Active Player selects and activates one by one the Units within the Command activated. The Non Active Player can try to react and / or evade.
- 3) Initiative is reassessed until all the Commands on the battlefield have been activated.

### ACTIONS AND REACTIONS

ACTION	POSSIBLE REACTIONS
Rally	None
Withdraw	Opportunity Fire or Opp. Charge
Move (*)	Opportunity Fire or Opp. Charge
Disengage	None
Charge (**)	Opportunity Fire, Defensive Fire or Countercharge
Shoot (**)	Opportunity Fire or Opp. Charge
Melee	None, apart from fight in melee
Pursuit	None (considered part of the melee)
Retreat	None (considered part of melee).

(\*) The Movement is the only action that can be repeated (refer to Par. 5.0 for details).

(\*\*) In the face of these actions it is possible, as an alternative to the reaction, to evade.

### THE DISCIPLINE TEST

Discipline A 3+  
 Discipline B 4+  
 Discipline C 5+  
 -1 if outside Command Range, +1 if Leader attached  
 Unmodified 1 always a fail, unmodified 6 always a pass

#### ADDITIONAL MODIFIERS

For Opportunity Charge  
 -1 If in Disorder  
 -1 If Mounted  
 -2 If Foot

#### For Countercharge

-1 If in Disorder  
 +2 If GA or WB  
 +1 If Other Mounted

#### For Opportunity Fire

-1 If the Unit is in Disorder  
 -1 If the Opportunity Fire is not a response to shooting

#### For Defensive Fire

+2 To all Units  
 -1 If in Disorder

#### For Evasion

+2 If CL  
 +1 If DR and S  
 +1 If evading from charging Foot  
 -1 if in Disorder  
 -1 If Massed  
 -1 For each subsequent test of Evasion after the first (in the same turn)

CL, DR and S can evade from shooting and from a Charge performed by Mounted or by Foot, while the other Mounted can evade only from shooting and from charging foot.

## LEADERS

Type	Bonus	Special
<b>Commander</b>		
Charismatic	4	can re-roll one or both initiative dice and can also pass the initiative to the opponent.
Expert	3	can re-roll both initiative dice.
Reliable	2	
Poor	1	
Incompetent	0	loses activation on a double

### Attached leaders

- +1 in Melee
- +1 in the Discipline Test
- +1 in the Cohesion Test

## LOSS OF A LEADER

When a 6 is rolled on CT, roll for attached leader

**Shooting:** Leader dead on 5+

**Melee:** 1-3 No effect, 4-5 The Leader is lost, but no effect on troops, 6 The leader is lost and each Unit under his control (including those in Melee) must take a Discipline test.

In case of failure the Unit is Disordered. If the Unit is already disordered it immediately takes a loss.

## COMMAND STRUCTURE

Command Structure (SC)	range
Good	10BU
Average	6BU
Poor	2BU

## INTERPENETRATION

### Voluntary Interpenetration

- CL, S, DR and T can move through and be moved through by any types of troops.
- Other Mounted can move through and be moved through by any Mounted.
- Artillery can be moved through by any type of troops.

### Forced Interpenetration

If S, T, DR and any Mounted are forced to retreat, they interpenetrate any troop type and are placed behind them as soon as the crossing move is completed. All other troops, when forced to retreat, do not interpenetrate but push back and Disorder friendly Units they meet if not in melee.

## TERRAIN

### MOVEMENT

	BROKEN TERRAIN	DIFFICULT TERRAIN	LINEAR OBSTACLES
S, DR	NO EFFECT	1BU	NO EFFECT
WB, T	NO EFFECT	1BU	DISORDER
OTHER TROOPS	DISORDER	1BU+ DISORDER	DISORDER
LEADERS	NO EFFECT	NO EFFECT	NO EFFECT

### VISIBILITY

GENTLE HILL	STEEP/WOODED HILL	WOODS/VILLAGES
2U (1BU with ridge)	1BU	1BU

## FIRING TABLE

Distance	1BU (point blank)	2BU (short)	4BU (long)	8BU (extreme)
<b>N° Dice rolled for</b>				
MUSKET	2	1	-2	No
ARQUEBUS	1	0	No	No
BOW	-2	-3	No	No
PISTOL OR CARBINE ON HORSE	-1	No	No	No
HEAVY CANNON (Art A)	3	2	1	1
MEDIUM CANNON (Art B)	3	2	1	No
LIGHT CANNON (Art C)	2	1	0	No
HEAVY HOWITZER (Art D)	No	2	2	1
MEDIUM HOWITZER (Art E)	No	1	1	No

**Modifiers to the number of dice**

The following modifiers to the number of dice are cumulative.

- 1 / -2 / -3 / -4 For Shooting Modifier (SM)
- 1 For each movement action performed in the turn by the firing Unit. It does not apply to SP, RE, S and CL
- 1 If the firer is Disordered
- 1 For those who fire against Skirmishers, Light Cavalry and Artillery
- 1 For those who fire against Units that are on the edge of a wood or behind a linear obstacle
- 1 For those who fire at troops who declared Evasion
- +1 For Cannons firing at Massed Units. For Howitzers this modifier does not apply.

## SHOOTING PRIORITIES

If within 2BU, target more directly on the front

If at more than 2BU, you can freely choose the target

Artillery can always be ignored as a target.

Howitzers can ignore any priority if they fire against a target in a Wood or in a Village.

## MELEE

**IMPETUS BONUS**

Cases that deny the Impetus bonus:

Foot charging Mounted

Mounted charging Foot with Pikes

All Units that charge other Units entirely in Difficult Terrain or defending Linear Obstacles.

Mounted charging in Broken or Difficult Terrain (the majority of the base should be in the ground).

All Units that charge fortified baggage.

**MELEE AND OTHER TACTICAL MODIFIERS**

+ Melee Modifier

- 1 If it is in Disorder

- 1 If fighting while contacted on the flank or rear

-2 For Mounted, Tercio, Pikes and P&M fighting in Difficult Terrain or against troops that lie entirely within that type of terrain.

-2 For Mounted charging troops behind linear obstacles

## COHESION TEST AND LOSSES

### STEP 1: CALCULATE DAMAGE

You inflict one DAMAGE (HIT) for every 6 and one for every double 5 rolled on the dice.

### STEP 2: CALCULATE CRITICAL NUMBER

**CRITICAL NUMBER = VBU - DAMAGE + MODIFIERS**

#### MODIFIERS

- +1 if a Commander is attached
- 1 if the Unit is in Disorder
- a) SHOOTING
  - +1 if the shot comes from short distance
  - +2 if it comes from long distance or extreme range.
- b) MELEE
  - 2 Mounted Units, Tercio, PK and P&M who are in Difficult Terrain or in melee with Units entirely in Difficult Terrain.
  - 1 To Mounted Units, Tercio, PK and P&M who are

in Broken Terrain or in melee with Units entirely in Broken Terrain.

- 1 To Units that were contacted on the flank or rear.
- +1 To Units defending a linear obstacle or a gentle hill.

### STEP 3: CALCULATE PERMANENT LOSSES

**PERMANENT LOSSES = D6 - CRITICAL NUMBER**

Where the Critical Number is 6 or higher, the test failure can only occur with the roll of a 6 (with a 6 Test is always failed). In this case the loss on VBU is 1. If a Unit passes the Cohesion Test, it takes no Losses but become disordered. However, if the Unit was already disordered before the test, it remains disordered and it suffers a permanent loss for "accumulation of disorder".

## CHARGE BONUS OR PURSUIT TABLE

D6	Slow Foot	Foot	Slow Mounted	Mounted	Fast Mounted/Gallopers
1	0	0	0	0	1BU
2	0	0	0	1BU	1BU
3	0	0	1BU	1BU	1BU
4	0	1BU	1BU	1BU	2BU
5	1BU	1BU	1BU	2BU	2BU
6	1BU	1BU	2BU	2BU	2BU

## RETREAT TABLE

D6	Foot	Slow Mounted	Mounted	Fast Mounted/Gallopers
1	1BU	1BU	1BU	2BU
2	1BU	1BU	2BU	2BU
3	1BU	2BU	2BU	2BU
4	1BU	2BU	2BU	3BU
5	1BU	2BU	3BU	3BU
6	1BU	3BU	3BU	3BU

## ARMY BREAK POINT

- Exhausted Unit                      Unit's VD
- Eliminated Unit                    Twice the Unit's VD
- Baggage lost                        3VDs
- Village lost                         1VD
- Army routed when at the end of the turn the VDT drops to 0

## COMMAND BREAK POINT

When at the end turn the VDC, deducting the VDs of Eliminated or Exhausted Units of that Command, reaches "0", all Units of the Command must perform a Discipline Test. If they fail they are immediately eliminated, if they pass the test they can continue to fight.