



TURN SEQUENCE. AP. MOVEMENT. ORDERS.

PHASE NUMBER 1.1 BASIC TURN SEQUENCE

1.	LEADER REPLACEMENT PHASE
2.	BRIGADE ORDER PHASE
3.	ORDER CUBE PLACEMENT PHASE
4.	INITIATIVE PHASE (WINNER CHOICE "A" OR "B")
5a.	PLAYER A CAVALRY CHARGE PHASE
5b.	PLAYER B CAVALRY CHARGE PHASE
5c.	PLAYER A INFANTRY CHARGE PHASE
5d.	PLAYER B INFANTRY CHARGE PHASE
5e.	PLAYER A MOVEMENT, ARTILLERY, RALLY, AND MUSKETRY PHASE
5f.	PLAYER B MOVEMENT, ARTILLERY, RALLY, AND MUSKETRY PHASE
5g.	PLAYER A REACTION MOVEMENT, ARTILLERY, AND MUSKETRY PHASE
5h.	PLAYER B REACTION MOVEMENT, ARTILLERY, AND MUSKETRY PHASE
6.	ARTILLERY FIRE PHASE
7.	MUSKETRY FIRE PHASE
8.	MELEE RESOLUTION PHASE
9a.	BREAK THROUGH MOVE AND MELEE PHASE
9b.	BREAK THROUGH MOVE AND MELEE PHASE
9c.	BREAK THROUGH MELEE RESOLUTION PHASE
10.	BREAK THROUGH FATIGUE PHASE
11.	BRIGADE MORALE PHASE
12.	END PHASE

= OPPORTUNITY FIRE ALLOWED = OPPORTUNITY CHARGE ALLOWED



1.2 ACTION POINT COST TABLE

ACTIONS	COST PER SPACE
FORWARD MOVE	1
SIDE OR BACK MOVE	2
IN SKIRMISH FORMATION	1
DIAGONAL FORWARD	2
DIAGONAL BACKWARD	4
FORMATION CHANGE	1
ABOUT FACE	1
INF / CAV FACING CHANGE PER 90°	1
ARTILLERY PIVOT PER 90°	3
FIRE SMALL ARMS	1
FIRE ARTILLERY	1
LIMBER / UNLIMBER	2
RE-MAN GUNS	1
RALLY PER ATTEMPT	1
EMER / INVOL SQUARE	2

1.3 MOVEMENT MODIFICATION TABLE

TERRAIN	AP COST MODIFIER
HEAVY TERRAIN OR STRONG POINT	+1
LIGHT TERRAIN OR STREAM	1 TMD
ROAD, IN MARCH COL: INFANTRY / FOOTGUN	+2 BONUS AP All AP used on road
ROAD, IN MARCH COL: CAVALRY / HORSE GUN	+3 BONUS AP All AP used on road
FORMATION	MODIFIER
INFANTRY IN LINE	1 TMD
INFANTRY IN SQUARE	2 TMD
BLOWN CAVALRY	2 TMD / SPACE
HEAVY ARTILLERY PIVOT 90° OR FIELD MOVE	1 TMD + BASE AP
LIGHT INFANTRY IN: Skirmish & Semi-formed formation	NO TERRAIN MODIFIERS APPLY

TMD = TERRAIN OR MOVE DICE. 1D6 PER TMD; EACH "5" OR "6" RESULT CAUSES "1 AP" TO BE ADDED TO THE COST OF ENTERING THE SPACE.

1.4 COMMAND RADIUS (AP)

BRIGADE: INF 3 / CAV 5
ARTY: FT 3 / HS ARTY 5
DIVISION: INF 6 / CAV 8
CORPS: INF 9 / CAV 10

1.5 LEADER REPLACEMENT

1-3 NA, 4-6 REPLACED

1-3 FAILED
4-6 WRITE NEW ORDER IF SUCCESSFUL RE-ROLL
↓
1-3 FAILED
4-6 ISSUE THE NEW ORDER



© COPYRIGHT DECKER GAMES LLC 2008
some images copyright 2003 www.clipart.com

1.7 EMERGENCY SQUARE / EVASION

Emergency Square
Infantry attempting *emergency square* must roll 1d6. To form square the d6 result must be *equal to or less* than the number of AP required by the charging cavalry unit to ENTER the target space. Only the charge AP within LOS are counted. Disordered, retreating, routing, and units involved in melee can not form square. Failing by 3 or more causes the unit to be marked disorder.

Evasion
Skirmishers, skirmishing units and stands, limb artillery, and artillerists may evade if charged. Both the attacker and evader roll 1d6 and compare the result. If the evader modified d6 is equal to or greater than the attackers modified d6 it suffers no casualties and conducts a retreat move ending in good order (no cube). If the attackers modified d6 result is greater - the evader suffers 1 casualty per point above the evaders dice result, retreat moves, and is marked as retreat status. **The evader** subtracts -1 from the die for each AP spent prior to evasion (firing, limbering, etc). **The attacker** subtracts -1 from the die for each AP spent to enter the evaders space, when the target of a charge, and while in LOS of evader.

1.8 ALLOWABLE ACTION POINTS

Unit type	Base AP	Opportunity Charge Range (AP)	Reaction Move (AP)
Infantry	3	2	2
Foot Artillery	3	na	na
Heavy Cavalry	4	3	3
Horse Artillery	4	na	na
Light Cavalry	5	3	3
Brit Horse Arty	5	na	na
Volante	5	na	na