

Sequence of Play

Cards determine Player turns

Within each turn:

1. Morale
2. Action (Move/Charge/Load/Fire)
3. Melee

Morale

When: If casualties taken or if wishes to charge or receive charge

How: Modify base morale then roll d10.

Lower than or equal to modified morale is a success.

Base Morale	Modifiers
Green 8	-1 per figure lost
Regular 9	-1 Squad leader killed
Veteran 10	+1 Formed
	+2 Officer rallying

Result: Success: continue as ordered

Failure: By 1-2: Load / fire / retreat to nearest cover only

By 3+ Retreat max. move until successful morale check
no other actions

Field Promotion

If Squad leader killed then officer must come within 6 inches and select other figure. In meantime squad will load/fire/retreat to nearest cover only

Movement

How: Infantry roll 2d6, Cavalry roll 3d6

On Roads roll extra d6 disregard lowest

Note: Woods / Water: ½ movement

Fences / walls – 2 inches

Measure for squad leader – then squad placed within 6 inches of him

Charging

Attacker takes morale test (unless one already succeeded this turn)

Defender takes morale test

Firing

How: Roll d10 with modifiers. 8 or better is kill (target is squad)

Weapon	Reload Time	Close Range	Effective Range
Pistol	1 turn	3 inches	6 inches
Blunderbuss	2 turns	3 inches	6 inches
Musket	1 turn	12 inches	24 inches
Rifle	2 turns ¹	18 inches	36 inches
Cannon	5 turns	48 inches	96 inches
Modifiers			
Close Range	+1/+4 ²	Target in Soft Cover	-1
Rifle / Blunderbuss	+1	Target in Hard Cover	-2
Firer Green	-1	Target Formed	+1
Firer Veteran	+1	Volley Fire ³	+1
Firer Mounted	-1		

Notes: 1: May be reloaded in 1 turn (tap loading) but then fires as musket

2: +4 if cannon firing canister/grapeshot (roll again for any score over 10)

3: minimum of 10 figures may be 2+ formed squads

If a natural 10 rolled then roll again:

1-5 ranker; 6-8 squad leader; 9-0 officer is killed

Melee

How: Each rolls modified d10 (Maximum 2 figs.:1 fig.)

Higher wins. Tie – continue on next action phase.

Modifiers			
Charging ¹	+1	Soft Cover	+1
Cavalry	+1	Hard Cover	+2
Squad leader / Officer	+1	Formed	+1
Out of command	-4	Versus 2	-2

Note: 1: unless crossed undefended linear obstacle

Heroes - Optional

First hit on Squad Leader is flesh wound/ricochets off metal object etc., second hit results in wound (-1 to all subsequent die rolls) and the third hit kills him.