

GENERALS - all zero Command Range if fighting in Combat

PROFESSIONAL	INSTINCTIVE	TRIBAL
Army C 15 BW Command Range Others 12 BW Command Range	10 BW Command Range	8 BW command range
Army Commander can Gift any cards to any professional non-allied generals within this 15BW Command Can apply own cards directly to any other non-allied troops at additional cost of +1 coloured card.	Army Commander can Gift 1 card to each on-table non-allied general instinctive within this 10BW Can apply own cards directly to any other non-allied troops at additional cost of +1 coloured card.	Can only apply Command Cards to troops within their own command.

Allied General can be **Hesitant** (all WHITE/BLACK first turn) & face **Desertion** of troops (all BLACK while **Unreliable**).

TURN SEQUENCE

1 Card Phase

- 1.1 **Discard cards** as desired, keep max of +1over allowance. **Active player** takes pack and shuffles in all discarded cards.
- 1.2 **Deal cards** to replenish all generals up to 2/3/4/5 level for MG/CG/TG/LG - including for dead generals.
Any **Flank March** cards **face up** until arrival, and in first round **Allied** cards **face up** to check if **Unreliable**.
- 1.3 Professional/Instinctive **Army Commanders** **Gifts** cards to on-table Professional/Instinctive Sub-Generals.

2 Charge Phase - active player first, then alternate

- 2.1 **Move SuGs** to allow others to charge (any White card move); **Independently Move Generals**
- 2.2 Declare all **Charges (Forced, Free or Prompted)** or play cards to stop **Forced Charges**.
- 2.3 Mark any remaining **Forced Charges** that haven't been stopped. **BY NOW ALL CHARGES ARE MARKED.**
- 2.4 Prompt **and** move **Countercharges** or **Intercepts**.
- 2.5 Decide and execute any **Run Away & Skirmish** moves, roll **all** shooting dice, record any **Slowing Effect of Fire**.
- 2.6 **Complete Charge Moves** Slowing Effects of Fire/Prompting through Fire; **KABs if in Flank Sector and Foot TUG**
- 2.7 Either side may **Align**, fight **Charge Combats** [remember **Shatter** and **Shove**].
- 2.8 **Charge Combat Outcomes** including routs, burst throughs, pursuits, and all **KaB** tests.

3 Shooting Phase - simultaneous

- 3.1 Both sides **Shoot** with any files that did not **Charge** or **Shoot** in Charge Phase.
- 3.2 **Shooting Outcomes** Rout any units that break from shooting and resolve any **KaB** Tests.

4 Movement Phase - active player first, then alternate

- 4.1 **Aligns** - active first if desired, thereafter option for inactive
- 4.2 **Replace Professional/ Instinctive Generals killed** in previous TURN - reduced by one level.
- 4.3 **Move UGs** or **Generals** (independently or with UG) allowing for **Slowing Effects of Fire** and **Prompting through Fire**.

5 Fighting Phase - active player first, then alternate

- 5.1 Either side **Aligns** if desired.
- 5.2 Fight **Melee Combat** [remember **Supporting Files** and **Shove**]. Immediate **KaB Test** for killing any general.
- 5.3 **Melee Combat Outcomes** including **Routs, KaBs** (potentially multiple), burst throughs, lost generals, **Pursuits**.
- 5.4 Prompt **Break-Off** moves with any associated **KaB** tests.
- 5.5 Prompt **Moves while in Melee MF1 and MF2** expansions, plugging of holes, turning flank or rear ranks.

6 End of Turn Phase

- 6.1 **Recover Wounds** general within 4BW, RED in combat/YELLOW out, Superiors & Exceptionals Yellow Combat/Green Out
- 6.2 Replace any Tribal **Generals** killed in previous TURN - command level permanently reduced by one level.
- 6.3 **KaB** tests for any Sacked Camp or Foot TUG in unsecured Flank and further **KaBs** from any routs so caused.

MOVEMENT DISTANCES: Base Widths (BW's)

Troop Type	Good Going	Rough	Difficult
Close Formation Infantry	3	3	2
Loose Formation Infantry	3	3	3
SUGs & Dragoons	4	4	3
Close Formation Mounted	4	2	1
Loose Formation Mounted	5	3	2
Skirmishing Mounted	6	4	3
Elephants	4	3	2
Battlewagons and Mobile Camps	2	1	NA
Limbered Artillery	1 BW Wheel	NA	NA
Manhandled Light Artillery	2	1	NA
Terrain affects on combat		Affected	Badly Affected
+1 BW if Fleet of Foot (unless SUG's)			
<i>Generals</i> move as <i>skirmish mounted</i> or may always move with any UG they are with			
<i>Foot</i> lining <i>hedge/walls</i> count as defending them and mounted count as affected by terrain for combat			
Enemy <i>skirmishers</i> in <i>good going</i> contacted by a TuG are <i>pushed back</i> by <i>first</i> moves			
RUN AWAY OR SKIRMISH WHEN CHARGED			
SuGs or troops with evade .			
choose and declare to either Run Away or Skirmish .			
base movement reduced 2BW if Skirmishing/Caracole			
VARIABLE MOVEMENT DISTANCE			
Roll 1D6	-1 compulsory for Poor optional +1 for Superior or Exceptional		
0	Reduce 3BW		
1	Reduce 2 BW		
2	Reduce 1 BW		
3 to 5	Normal Move		
6	Add 1 BW		
7	Add 2 BW		
move is away from charge, to front, or to rear.			
ONLY moves possible after are M9, M2 or M10, all ≤2BW with no wheels			
UGs meeting rear table edge stop there			

Shooting starts at: WHITE dice at LONG; WHITE+ at DEADLY

COLOUR LADDER = BLACK slow only <-> BLACK <-> WHITE <-> WHITE+ (wounds on S results) <-> GREEN <-> YELLOW <-> RED

Upgrade if	Downgrade if	Downgrade if
High firepower (HFP) at deadly range	foot TUG shooting in an open flank sector	Low Fire Power (LFR) at any range
Expert Shooters at any range	making a run away charge response	skirmishers or regimental artillery shooting
artillery vs target 3+ ranks deep	Shooting at skirmishers or artillery	Shooting in 1 rank when needing 2 for full effect
artillery shooting at files charging them	Bows, Jav, darts or sling vs Heavily Armoured	pike&shot formation being charged by mounted
artillery vs. tribal	shooting at UG that is in combat	plug bayonet being charged
target is poor	shooting from UG that is in combat	Target in cover

SHOOTING RANGES and DEPTH

TYPE	INFANTRY & BATTLE WAGONS		MOUNTED & ELEPHANTS		SHOOTING DEPTH
	Deadly	Long	Deadly	Long	
Range in BW					
Flintlock Musket	3	5	na	na	Elephants and BWg full effect in 1 rank, others 2 ranks for full effect
Matchlock Musket	1	5	na	na	
Arquebus /Carbine	1	3	1	3	
Shooting Pistol	na	na	1	na	
Sling/Javelins/Darts	na	3	na	3	full effect in 1 rank
Bows	na	5	na	3	
Regimental Artillery	2	8	na	na	
Light Artillery	6	12	6	12	
Medium Artillery	8	16	na	na	
Heavy Artillery	12	24	na	na	

No overhead firing except by *artillery* on higher hills if no friends in line & within 4BW of target point

Arc of fire

Firers may only shoot forwards - i.e. *ahead* of the line extending the base's front edge.

With target ≤1BW files must shoot at targets *directly ahead* if they exist.

Artillery shooting at >4BW may choose targets within 2BW of *directly ahead*.

Others choose any target within a 1BW of *directly ahead*.

Shooting at enemy in combat

The first two ranks of any file in *frontal combat* cannot be targetted.

Slowing effect of fire

Total number of Total Hits = Skulls+Sword&Arrow+Ss and compare to target frontage.

If a TuG receives total hit ≥1/2 frontage in BW it loses 1BW of movement distance.

Total hits ≥ width of front rank loses 2BW; ≥2x width loses 3BW.

Artillery hits count double for slowing vs. any

All *shot* hits count double for *slowing* vs. enemy who are *Unused to Firearms* (UFA)

Generals within 4BW can recover 1/2/3 BW with GREEN/YELLOW/RED to "prompt through fire".

Kill a Base (KaB) test

Reasons to test an UG		Timing
U1	killing a general - test UGs in Line of Command within 3BW	Immediate
U2	Breaking/destroying a TuG - test all UGs within 3BW	2.8, 3.2, 5.3, 6.3
U3	Enemy UG being burst through (two tests if >3 files bursting through)	Immediate
U4	Artillery Shooting enemy in flank or rear at <u>deadly</u> range -	Immediate
U5	Enemy doing break off with KaB noted	Immediate
U6	Enemy foot within open flank sector charged	Immediate
U7	Enemy foot even partially within an open flank sector	6.3
U8	sacked camp	6.3
DICE to roll	RED for Poor , YELLOW for Average , GREEN for Superior , WHITE for Exceptional .	
	UP a colour to maximum RED if testing for loss of Army Commander	
	DOWN <u>two</u> colours to minimum BLACK if UG has rear support except <u>break off kabs or if in flank sector</u>	
Reasons to test a general		Timing
G1	Caused a base loss on a file with an enemy general <i>fighting in the fro</i>	Immediate
G2	Broke a TuG that has an enemy general with them	Immediate
DICE to roll	RED for 2-card General , YELLOW for 3 , GREEN for 4 , WHITE for 5 (General's current level)	
	Skull = Killed; Sword&Arrow =Wound, drop a card and lose all cards; S =Stun, lose all cards.	



CHARGE COMBAT: General Claims

Each Level Better Quality	+1	Opponent Affected by <i>terrain</i>	+2
		Opponent Badly Affected by <i>terrain</i>	+3
File <i>charging</i> a flank/rear*	+4	Any uphill , or foot defending hedges/walls/BUA edge*	+1
General fighting in file	+1	Redoubts or Barricades vs. <i>Foot /Mounted</i>	+2/+4
Mounted vs. foot who are charging	+3	vs. Combat Shy	+1
Mounted in <i>Good Going</i> vs. <i>Loose/Skirmish</i> foot	+2	vs. Artillery	+2
Any vs. non-charging Mounted who <i>shot</i>	+1	vs. SUG	+2
Neighbouring file has " Shattered "*	+2	Neighbouring file has " Shoved "*	+1

* only claimable when fighting to front; **Close** in 2+ranks vs loose in *Good Going Shove* on *Skulls* and *S*

CHARGE COMBAT - PREFERRED OPPONENTS CLAIMS

Troop Type	Claim
Foot and Battle Wagons	All below claims can only made when fighting to a files front
Pike & Shot* P&S	+3 vs. <i>mounted/elephants</i> , +1 vs. <i>foot</i> if in 2+ ranks
Pikes, Keils, Colunella, Tercios* Pikes	As <i>pike & shot</i> with additional +1 for 3+ ranks
Integral Pikemen* IPk	additional '+1 vs. any <i>mounted/elephants</i>
Bayonets By	+1 vs. any
Elan (Shove) Elan	additional '+1 vs. any <u>except</u> <i>elephants, BWg</i> (cannot shove either)
Aggressive (Shatter) Ag	+1 vs. any <u>except</u> <i>elephants, pikes</i> in 2+ ranks or <i>bayonets</i>
Long Spear * LSp	+3 vs. <i>mounted/elephants</i> , +1 vs. <i>foot</i> if in 2+ ranks
Polearm & Impact Weapon PA/IW	+1 vs. any
Mounted	All below claims can only made when fighting to a files front
Charging Lancer* (Shatter) CL	0 vs. <i>elephants, BWg</i> or <i>standing** Pikes, LSp, PA & Bayonets</i> in 2+ Ranks; +2 vs. others
Light Lance LL	0 vs. <i>elephants, BWg</i> or <i>standing** Pikes, LSp, PA</i> or <i>Bayonets</i> ; +1 vs. others
Charging Pistol (Shatter) CPI	0 vs. <i>standing** Pikes, LSp, PA & Bayonets</i> in 2+ Ranks; +2 vs. others
Trotting Pistol Tpi	0 vs. <i>standing** Pikes, LSp, PA</i> in 2+ Ranks; +1 vs. others
Aggressive (Shatter) Ag	An additional +1 vs. any <u>except</u> <i>Elephants, Pikes</i> in 2+ ranks or <i>Bayonets</i>
Elephants (Shatter) EL	+4 vs Mounted, +3 vs Foot

*only claimable when *unaffected* by *terrain*; ** did not *charge, countercharge, intercept*; *pike = pike&shotte, keils, colunella, tercios, pikes*

CASUALTY REMOVAL SEQUENCE FOR FIGHTING

- 1 Removal cannot allow disengagement from an enemy UG if at all avoidable by taking another base.
- 2 Remove bases from rear of file where bases are identical to the front.
- 3 Remove front rank base and close rear ranks up to maintain contacting any enemy to flank/rear.

CASUALTY REMOVAL SEQUENCE FOR SHOOTING

- 1 If all bases are the same just allow defender to remove whichever bases to keep up speed of game
- 2 IF NOT remove nearest front rank base if shooting from the front and close rear ranks up
- 3 IF NOT if shooting from behind flank remove nearest base from rear rank

MELEE COMBAT: General Claims

Each Level Better Quality	+1	Opponent Affected by <i>terrain</i>	+2
		Opponent Badly Affected by <i>terrain</i>	+3
File <i>fighting</i> a flank/rear*	+2	Any uphill	+1
vs. SUG	+2	Redoubts or Barricades vs. <i>Foot</i>	+1
General fighting in file	+1	Redoubts or Barricades vs. <i>Mounted</i>	+2
Better armour except vs Elephants	+1	Neighbouring file has " Shoved "*	+1
vs. Combat Shy	+1	vs. Artillery	+2

* only claimable when fighting to front; **Close** in 2+ranks vs loose in *Good Going Shove* on *Skulls* and *S*

MELEE COMBAT - PREFERRED OPPONENTS CLAIMS

Troop Type	Claim
Foot and Battle Wagons	All below claims can only made when fighting to a files front
Pike & Shot* PS	+2 vs. <i>mounted/elephants</i> , +1 vs <i>Foot</i> if in 2 ranks
Pikes, Keils, Colunella, Tercios* Pikes	As <i>pike & shot</i> with additional +1 for 3+ ranks
Integral Pike* IPk	additional '+1 vs. any <i>mounted/elephants</i>
Bayonets By	+1 vs. any
Elan (Shove) Elan	Shove vs. any <u>except</u> <i>elephants, BWg</i>
Long Spear * LSp	+2 vs. <i>mounted/elephants</i> , +1 vs. <i>foot</i> if in 2+ ranks
Polearm Pa	+1 vs. <i>mounted & elephants</i> ; +1 vs. <i>foot</i> if in 2+ ranks
Swordsmen Sw	+1 <u>except</u> vs. <i>melee pistol, expert swordsmen, or pike</i> in 2+ ranks
Expert Swordsmen ESw	+1 vs. any
Mounted	All below claims can only made when fighting to a files front
Melee Pistol MPi	+1 vs. any
Expert Swordsmen ESw	+1 vs. any
Swordsmen Sw	+1 <u>except</u> vs. <i>melee pistol, expert swordsmen, or pike</i> in 2+ ranks
Elephants (Shove) EL	+3 vs mounted, +2 vs Foot

*only claimable when *unaffected* by *terrain*; *pike = pike&shotte, keils, colunella, tercios, pikes*

Dice to roll in Combat

Down	White		
Equal or 1 up	Green		
2 up	Yellow		
3 up	Red		
4 up	Red	+	White
5 up		+	Green
6 up		+	Yellow
7 up		+	Red
AND opponent drops to BLACK dice			



KILL

Remove opposing base, **Shatter** or **Shove** unless canceled by opposing Shatter or Shove result. Note: cannot Shatter Elephants, Barricades or Redoubts



WOUND

Place **Wound Marker** - 2nd wound converts to removing a base where the 2nd occurred



SPECIAL

Shatter or **Shove** in Combat unless canceled by opposing Shatter or Shove result. Note: cannot Shatter or Shove Elephants, Barricades or Redoubts

Prompted Actions Table			Skirmishers	TuG Formation			Notes
				DRILLED	FORMED	TRIBAL	
CHARGE PHASE	C1	Move SuG to allow others to charge		NA	NA	NA	Any normal <u>white</u> SuG move
	C2	Prompt Charges					Wheel up to 90° at beginning of charge. An unengaged file of an engaged TuG can charge 1BW.
	C3	Stop Forced Charges	NA				Impetuous Troops ≤3BW. Don't have to charge if ≥3 down in charge combat.
	C4	Countercharge or Intercept					Countercharge can wheel; intercept not. Move -1BW. May not go closer than 1BW to chargers.
CHARGE OR MOVEMENT PHASE	CM1	Move General	all generals				Max 1 move per Phase - any time in Movement Phase, 2.1 in Charge Phase
	CM2	Generals within 4BW Prompting through fire	GREEN 1BW slowing effect recovered; YELLOW 2BW recovered; RED 3 BW recovered				
MOVEMENT PHASE (only allowed if not in combat)	M1	Switch Flexibles, Redress Ranks, drop pikes					a) Convert formation type b) Rearrange bases on the same frontage. <u>Neither</u> when UG in combat.
	M2	Advance Directly Ahead (short if desired)					No deviation. SuGs can Contr/Exp ≤2BW within move. <i>Up to</i> 2BW allowed after <i>Run Away/Skirmish</i> .
	M3	Advance with Wheel					One wheel ≤ 90° per move, wheel at any time in move. SuGs can Contr/Exp up to 2BW within move.
	M4	Advance with Double Wheel					Each wheel ≤90° must have 1BW directly ahead between wheels. Cannot go within 2BW of enemy TuGs.
	M5	Full Ahead with Shift				NA	Shift 1BW to either side at end of move, must stay ≥4 BW from enemy TuGs.
	M6	Advance and Contract					Move at least 2BW directly ahead and contract formation by 1 or 2BW.
	M7	Expand while stationary					Expand frontage by 1BW on either or both sides while stationary.
	M8	Contract on the spot (and redress ranks if desired)					Contract by 1 or 2BW while stationary. Can redress ranks at same time. ≥4 BW from enemy TuGs
	M9	Turn 90° or 180° on the spot					Expand as necessary to achieve legal formation. 180° allowed after <i>Run Away/Skirmish</i>
	M10	Turn 180° with Move (not keils or tercios)				NA	Turn at beginning or end. -1BW + may include 1 wheel. <i>Up to</i> 2BW after <i>Run Away/Skirmish</i>
	M11	Turn 90° and Move				NA	-1BW per file of width before turning, may include 1 wheel
	M12	Fall Back ≤3BW with Mtd & Skirmishers					Directly Backwards. Max is move speed in terrain. NOT allowed to push through fire
	M13	Fall Back ≤2BW with other troops	NA				Directly Backwards. Max is move speed in terrain. NOT allowed to push through fire
	M14	Double Move: 2 Consecutive GREEN Moves				NA	Must stay ≥ 4BW from enemy TuGs. TuGs cannot push back SuGs on second move.
	M15	Wheel Medium or Heavy Artillery	NA			NA	Artillery may wheel 1BW
	MF1	Move Unengaged Bases to single different file					Create Supporting Files, fill gaps, create new rear ranks etc. Multiple actions allowed.
	MF2	Turn Bases 90° or 180° to face enemy in contact					Turn any or all <u>bases</u> with enemy in contact with their flank or rear to face enemy.
FIGHTING PHASE	F1	Control Pursuit					Per pursuit move cancelled. Normal pursuit is 1 move, aggressive 2, Impetuous 3.
	F2	Break Off Ho,Cv,Cm,from Slower Foot				KaB	Directly back 2BW to max move distance -1MU. KaB test where noted. Max is speed in that terrain.
	F3	Break Off other from Slower Opponent				KaB	Directly back 2BW to max move distance -1MU. KaB test where noted. Max is speed in that terrain.
	F4	Break Off any from Equal Speed Opponent	KaB	KaB	KaB	NA	Directly back 2BW to max move distance -1MU. KaB test where noted. Max is speed in that terrain.
EoT Phase	E1	Generals within 4BW Recovering Wound	RED if UG in Combat, YELLOW if UG out of combat; general with may use upgrade, one card per wound				

Keil, Tercios and Later Keils

all actions costs one card higher i.e. a green requirement becomes a yellow

Generals	Block Actions
OVERRIDING RULE: Generals can only voluntarily Move once and Upgrade once per phase.	block Size can be 2/3/4/5 TuGs for MG/CG/TG/LG respectively. Card for <u>most complex UG move</u> + a <u>coloured</u> card (GYR) to move contiguous UGs.
Generals <i>upgrade</i> a card by one colour once per <i>phase</i> , so Black-> White-> Green -> Yellow ->	General does NOT need to be with the <i>block</i> .
<i>upgrade</i> can be applied to any <i>action</i> involving the general	General can use his colour <i>upgrade</i> if moving with the <i>block</i> .

Out of Command (including general killed and not yet replaced) = extra coloured card.
 General can trigger as many *block actions* as he can afford.
 Each can *skirmish*. UG can pull along with it one contiguous *skirmishing* UG of any type