

2 +1 per command stand (unless 'At Risk')

ORDERS (max 1 order per unit per Action Card)

0-10	1 order
10-20	2 orders
20-30	3 orders
30+	not allowed

(Repeat Orders on same brigade +1 Disruption)

- **March** (may echelon or 45° wheel)
- **Withdraw** (half move, may echelon)
- **Manoeuvre** (turn, about face, 90° wheel, etc.)
- **Change Formation** (also deploy light company)
- **March – at the Quick** (+50%, +1 Disruption)
- **Cautious Advance** (50% move and Skirmish Fire)
- **Charge!** (Discipline test. Cav may counter-charge)
- **Volley Fire**
- **Skirmish Fire** (only if light company deployed)
- **Bombard** (deployed artillery only)
- **Limber/Unlimber** (artillery only)
- **Relay the Guns** (artillery only)
- **Harass** (light cavalry only)
- **Intimidate** (heavy cavalry/lancers only)

- Base # of dice = # of stands

Modifiers (# of dice)

- +1 Impeccable Volley
- 2 in Disorder
- 1 Target Obscured
- 1 Target in Hard Cover

- vs Musket Fire, 1 Discipline test
- May split fire at up to 2 units

- Base # of dice = Skirmish Skill

Modifiers

- 1 Target's light company deployed

- 20 paces range
- 1 dice vs an Artillery battery
- LoS not effected, except by enemy units
- To-Hit as Musket
- 1 re-roll for Rifles

1. Roll for Reserves arriving
2. Officer 'At Risk' tests, 2+
3. Remove Broken Units
4. Score any Additional VPs
5. Score Battlefield Objectives
6. 'How Goes the Day?' roll

	1	2-5	6
Militia	1	2	3
Trained	2	3	4
Seasoned	3	4	5
Professional	4	5	6
Elite	5	6	7

	Line	Column	March	Square	Ext Line
Infantry	4	6	8	2	6
Hvy Cav	6	9	12	-	-
Light Cav	8	12	16	-	-

	Prolonge	Limbered
Light Artillery	2	16
Heavy Artillery	1	8

- March Column or Limbered on road: +2 paces
- Difficult Ground: Move D6, Cav 2D6 (use highest)
- Obstacle: -D3 (-1 for light infantry or cavalry)
- Charge!: +D6, Cav +2D6 (use highest)

- Normal: Moving unit 1, stationary unit 1
- Light: Moving unit 1, stationary unit 0
- Ext Line or Artillery: Moving unit 0, stationary unit 0

- Roll for extra action card after resolving

Within 30 paces of brigade command stand:

In following order only:

1. **Withdraw**: full withdraw move, -1 Disruption
2. **Rally on Colours**: 6s per Disruption (re-roll if Inspired)
3. **Casualties**: 1 stand lost = -2 Disruption
4. **Order the Ranks**: Discipline test for Good Order (not within 5 paces of an enemy unit)

- Base # of dice = # of guns (2 dice for canister)

Modifiers (# of dice)

- +1 Impeccable
- +1 Infantry in Square
- 2 Counter-battery
- 1 in Disorder
- 1 Target Obscured
- 1 Target in Extended Line
- 1 Cannister vs hard cover

- No Discipline test allowed
- 1 re-roll for 'Full Caissons'

- Base # of dice = # of stands

Defender Modifiers (# of dice)

- +1 Superior Quality
- +2 Superior Position
- 2 Defender in Disorder
- 1 Defender in Extended Line
- 2 Defender in March Column
- 1 Defender in Square vs infantry
- +2 Defender in Square vs cavalry
- +1 Heavy cavalry vs Light cavalry

Attacker Modifiers (# of dice)

- +2 Infantry in Column of Attack
- +1 Superior Quality
- +1/+2 Shock Impact
- +2 Cavalry vs Infantry in Disorder
- +2 Flank attack
- +4 Rear attack
- 2 Attacker in Disorder
- 1 Cavalry in Column of Attack
- 1 Attacker using siege ladders

Winner: Gains 1 Disruption, i n Disorder, +1VP

Loser: hits+1=Disruption, withdraw +D6 paces in Disorder

- If Inf take 3+ Disruption, on 6, lose Colours, +1 VP to enemy.



7. Senior Commander Check
8. End of Game, or
9. New Turn - Deal Action Cards

- If Disruption = Stands 1
 Battlefield Objective varies
 'How Goes the Day?' 1 or 2
 Win a Melee 1
 Capture Colours 1
 Massacre (13+ Disruption) . . D3
 Lost entire brigade 2
 Div' Commander wounded . . . 3
 Corps Commander wounded . . 4
 Army Commander wounded . . 6