



CUIUS REGIO

Simple Grand Tactical Battles in Global Early Modernity

VI.1

1. BASICS

1.1 TURN SEQUENCE - Each turn includes an active phase for both players. The player who goes first is specified in the scenario. Every **active phase**, including the first of the game, is preceded by a **resolution phase**.

Resolution Phase: All zones containing disordered units, or those in range of enemy shooting, roll for zone morale – individual units may either become disordered or rout due to shooting, or rally from disordered to fresh.

Active phase: The active player may give orders to move or assault to any unit whose command costs fall below the command threshold. Players alternate active phases.

1.2 ARMIES - Each army consists of some number of individual maneuver units. Each unit has a particular **type** and **class**. There are 4 basic unit **types**, namely Foot (**F**), Horse (**H**), Ordnance (**O**), and Elephants (**E**). There are 3 unit **classes**, namely veteran (**V**), trained (**T**) and raw (**R**). Ordnance can be **classed** as heavy (**H**), medium (**M**), or light (**L**).

Each battle uses a *multiple*. The rough number of actual troops represented by each unit depends on this multiple and on the unit's type, as follows:

Foot: 500 × M foot soldiers

Horse: 250 × M horsemen

Ordnance: 4 × M cannons

Elephants: 10 × M elephants and crew

1.3 SIZE MODIFIERS – Units of approximately the standard size for their type have an inherent size of 1. These base numbers can be modified to represent especially large or small units:

^^ = **XL unit:** Inherent size 4

^ = **L unit:** Inherent size 2

v = **S unit:** Inherent size 1/2

vv = **XS unit:** Inherent size 1/4

These inherent unit sizes can be modified by formation attributes (i.e. fresh units in wide or *en haye* formation) to yield higher effective unit sizes for purposes of assault resolution. Inherent sizes are used for purposes of wing morale and determining victory.

1.4 UNIT STATUS - All units begin the battle **fresh**. When a fresh unit is hit, it becomes **disordered**. Disordered units suffer certain combat and morale penalties, but otherwise continue to operate normally. However, if a disordered unit receives a further hit, it is routed and immediately removed from play. Disordered units can be rallied, routed units cannot.

1.5 COMMANDERS - An army has one or more leaders, who may represent the commander-in-chief, a wing commander, or the commander of a reserve. Commanders have two ratings, **Tactics** and **Leadership**, separated by a slash. Each leader is rated from 0 to 2 in each of these categories; 0 represents average ability, with higher numbers representing exceptional skill. The **tactics** rating is useful in elevating the **command threshold** of a wing, allowing for more extensive and complex redeployment and maneuvers. The **leadership** rating is useful for increasing the morale of an individual zone, preventing disorder from shooting and rallying troops in the front lines.

2. THE BATTLEFIELD

2.1 ZONES - The battlefield consists of an array of square 'zones', each representing a defined area. The array will be six zones deep, but can vary in width to reflect the historical dimensions of the battlefield. Each zone is defined in terms of which army's half of the field it occupies, and which wing of the army it is assigned to. Zones never adjoin one another diagonally, and diagonal movement or attacks are not allowed. All distances are measured orthogonally, so a diagonally connected zone counts as 2 zones away.

2.2 ZONE FRONTAGE - Every zone will have the same frontage, the number of units that can occupy the front of a zone and directly engage the enemy. The relative scales of the units and the battlefield determine the frontage of the zones in any scenario. Except for ordnance, elephants, and commanded troops which have a frontage value of 0, all units occupy frontage equal to 1, unless their frontage is modified by their size and formation attributes.

Any zone occupied by units must have at least one unit in frontage at all times, thus a unit moving alone into a new empty zone automatically goes into frontage. If the units in frontage in a zone exit that zone, the controlling player immediately selects at least one new unit to be in frontage. The frontage available between two zones is halved (rounding up) if both zones are stream, river, or shoreline zones, or any combination thereof.

A unit forced to occupy frontage insufficient for the unit is immediately disordered unless it is a brigade, and assaults a defends with a maximum size equivalent to the available frontage.

2.3 TERRAIN - Some zones contain terrain features, namely camps, hills, woods, marshes, streams, ditches, rivers, shorelines, hedgerows, villages, field fortifications, or impassable terrain such as open water or walled cities. Each terrain feature occupies 1 or more specific zones, as shown on the scenario map. Zones may contain more than one terrain type, and the effects of each apply individually. Units may never enter impassable zones. Only zones containing **no** terrain type or **hills** as the only terrain type count as open terrain

2.4 STACKING - Units may never enter an enemy-occupied zone. There may never be more units in a zone at any time than 3x the designated frontage for the scenario. The contribution of each unit toward the stacking limit is modified by size attributes; large units count as 2 units each and very large units as 4 units each, while small and very small units each count as ½. The limit is halved (rounding up) in zones containing rivers, shorelines, hedgerows, villages, marshes or woods.

2.5 WINGS - Each player's baseline will be divided into two or more 'wings'. Wings will activate, receive commands, and check morale individually. Wings cannot be changed. The width of a wing in zones is important for morale – larger wings are more resilient, but may be harder to control.

2.6 RESERVES - The rear one or two rows, of a single wing or several adjacent wings, may be designated as a reserve, with its own commander. Units in zones designated as a reserve do not activate with the rest of their wing, do not take wing morale checks, and count as units in a separate wing when given orders by the commander of an activated wing.

As long as the reserve is not activated and contains sufficient units, it provides a morale bonus to those wings it is behind, and to adjacent wings if it has sufficient horse units. A single wing may have two separate reserves, representing armies organized by echelon. **The wing morale bonus for having a reserve applies only once**, as long as *at least* one reserve wing meets the conditions.

The owning player may activate a reserve wing at any time during their active phase. This counts as a separate wing activation, with its own roll for command threshold, which can be applied only in the zones of the reserve wing. At the end of this activation, the wing morale bonus is lost, and the reserve wing dissolved. Units join whichever wing they are now located in, and the reserve commander will become a second commander in an existing wing.

2.7 STRADDLING ZONES - A unit may straddle the line between two zones, contributing half of its size value to the stacking limit of each. This unit is available to be placed in frontage of either of the two zones, however it can only enter frontage in a single zone. If either zone is given a zone activation the unit must either fully enter the activated zone and follow the given command, or move entirely into the other zone. If at any time, either of the zones occupied by the unit has no other unit in frontage, the straddling unit immediately goes into frontage in that zone. Since the unit occupies both zones, it can count its distance to a base edge or commander through the closer of the two zones. During zone morale checks, the lower of the two modified zone morale values applies to the straddling unit, which triggers a rout in that zone if routed.

2.8 REINFORCEMENTS - Units and commanders may begin the battle off board, and are associated with a specific wing of the army. That wing can be reinforced when any of its command roll dice are lower than the turn number. Off-board units and commanders may then be moved into baseline zones of the active wing using individual orders. Distance from the commander is assumed to be zero if a commander is included with the off-board reinforcements, otherwise count zones from the wing commander, or baseline if there is no commander. Off-board units have a distance of 1 zone from the baseline or rear row of zones, and they are considered to be outside of the active wing for command cost purposes.

3. RESOLUTION PHASE

If the resolution phase is the first of a new turn, advance the turn marker by one. Then roll a die to check for the effects of Smoke, changes in Weather, or changes in turn order due to smoke or weather.

- A) The player about to begin their active phase calculates firepower for all zones facing the enemy, then may declare which zones Ordnance is targeting. This firepower value is then applied to all targeted zones
- B) The player who just finished their active phase checks morale for all zones with disordered units and all zones targeted by enemy shooting, in the order of their choosing, and immediately resolves all routs.
- C) Steps A and B are then repeated with the player roles reversed.

3.1 SHOOTING RANGE - All horse, foot, and elephant units have a shooting range of one zone. Units in frontage automatically fire into the zone they are facing. In zones with enemies in flank zones, additional units **not** in frontage may fire into one or both flanking zones. Units firing into flank zones cannot have a **combined** frontage $>1/2$ of the zone frontage (rounding up), which must be split between evenly between the 2 flank zones if the shooting zone is flanked on both sides.

Ordnance units may choose to fire into the zone directly in front of them or, unless **blocked**, may fire into zones beyond. LO have 1 additional zone of range, MO have 2, and HO have 3. Ordnance may target zones along the row or column of zones they are facing, or into zones to either side of that row or column. The controlling player must declare what zone their ordnance units are targeting at the beginning of the resolution phase.

3.2 LINE OF SIGHT - Ordnance is **blocked** if it is not in frontage **and** its own zone contains a village, woods, hedgerows, field fortifications, impassable terrain, or $>1/2$ of frontage is occupied by friendly units.

Ordnance fire into certain zones can also be **blocked** if one of the following is true of any of the zones in the row or column the ordnance unit is facing and closer to the Ordnance than the target, **unless** the Ordnance or its target is in a hill zone, and the potential blocking zone is not a hill:

- a) The zone contains enemies other than commanded or light troops
- b) The zone contains friendly units other than light troops, with a total frontage $>1/2$ the frontage of the zone (note that these units do **not** need to be in frontage).
- c) The zone contains hills, woods, hedgerows, villages, field fortifications, or impassable terrain

3.3 FIREPOWER In each zone, firepower is calculated by summing the individual firepower of each unit in **frontage**. Fractions are rounded only after the firepower of all units firing into a zone is summed. All foot, horse, elephant, and ordnance units have a base of 1 firepower, modified as described below. Additive modifiers are applied before multiplicative modifiers.

+1 for a shooting-oriented horse unit
+0.5 for a shooting-oriented foot or ordnance unit <
+0.5 for a unit with attached light guns if fresh

-0.5 for a close combat-oriented unit >
-0.5 for ordnance firing into any zones other than that which it is directly facing

x2 for a foot unit in wide formation
x2 for a large unit or very large foot, horse, or elephant unit
x4 for a very large ordnance unit
x1.5 for a large or very large brigade

/2 for a foot unit in deep formation
/2 for a small or very small unit
/2 for a horse or elephant unit
/2 for a disordered unit
/2 for a unit in woods, village, or marsh unless light foot" or commanded:, or ordnance in village
/2 for a formed foot unit in open terrain with fresh enemy horse units facing their flank or rear
/2 for a unit with traditional weapons) unless veterans
/2 if in darkness, or if raining and not armed with traditional weapons, or ordnance with Smoke in effect.

x0 for a close combat only unit >>
x0 for disordered ordnance

3.4 ZONE MORALE - The player who just finished their active phase checks morale in their zones first, in the order of their choosing, followed by the other player. For each zone that either a) contains disordered units or b) is within range of enemy shooting, roll one die. This value becomes the base morale for the zone.

For zones targeted by enemy shooting, this roll is modified by subtracting the enemy's total firepower targeting the zone. If the zone is within shooting range of multiple enemy zones, sum the enemy firepower. Units in the affected zones then determine their individual morale, with the following modifiers:

- +1 for formed foot
- +1 for a veteran unit
- +1 for heavy armored units + unless shot at by ordnance or by foot that are not >> or) **and** not o
- +1 for a unit in deep formation, unless its zone is targeted by ordnance
- +1 if in a camp, field fortifications, or village, or if in woods or hedgerows **not** targeted by ordnance

+*n* for the Leadership value of a general in the zone

- 1 for a unit **in frontage** and facing or faced by the enemy, unless ordnance, light, or commanded
- 1 if zone targeted by ordnance and has >1/2 stacking limit, or the ordnance is firing through a flank
- 1 for a raw unit
- 1 for a fresh unit in wide or *en haye* formation
- 1 for horse facing foot with traditional weapons)

- 1 if the zone contains friendly or is facing enemy elephants
- 1 for a disordered unit in an *exhausted* army

No positive modifiers apply to >> or) units in a **traditional** army if shot at by ordnance or by any units not >> or) and not o.

3.4 RESOLVING MORALE - If any units in a zone shot at by the enemy have a final morale of ≤ 0 , hits must be absorbed. **The total number of hits is equal to 1 minus the morale value of the unit with the lowest morale in the zone.** The first hit must be absorbed by one of the units with the lowest morale value. The player may choose which units absorb subsequent hits, but units in frontage must absorb hits before units not in frontage. Each absorbed hit causes the affected unit to become **disordered**, or **rout** if they are already disordered. Units disordered by shooting may **exchange frontage** immediately if they are able to do so.

If any units in the zone have a final morale of ≥ 6 , units can be rallied if they are disordered and become fresh. **The total number of units that can rally is equal to the morale value of the unit with the highest morale in the zone, minus 5.** The unit with the highest morale must rally first if disordered - the player may choose which additional units rally, but units out of frontage must rally before units in frontage

Resolve all hits to a zone, including leader casualties, before resolving routs. Routing units trigger an immediate wing morale check.

4. ACTIVE PHASE

A player's active phase begins by moving all friendly routers markers, if necessary. The player then selects and activates wings in the order of their choosing until they cannot or choose not to issue further commands.

4.1 ROUTER MOVEMENT AND PURSUITS - All friendly routers must move at the beginning of that player's active phase, unless they are in a woods, marsh, or village zone not occupied by enemy units. Routers move one zone directly toward their baseline, even if that zone is occupied by enemy units, unless they can instead move into any adjacent woods, marsh, or village zone not occupied by enemy units. If >1 applicable zone are available, the routers will move into the zone 1. closer to their baseline and 2. further from enemy units, or 3. Closer to the edge of the board, in that order of priority. Routers markers can exit the board along their friendly baseline.

If the routers move into an unoccupied zone, any **enemy horse or elephant** units sharing the router's zone and facing the direction in which the routers will move immediately **pursue** the routers into their new zone. If the routers leave the board, the pursuing horse leave the board as well. They do not trigger rout count as routed, but are unavailable for the remainder of the game.

Routers do not block movement. If units advance into a zone containing friendly or enemy routers markers, those markers remain in place, but contribute to increasing command difficulty.

4.2 WING ACTIVATIONS - During a player's active phase, they activate each wing of their army individually, in the order of their choosing. The player then moves any commanders individually, before rolling for commands. The player then orders movements and assaults in that wing, all of which are executed immediately, until the player cannot or chooses not to take any more actions with that wing.

4.3 COMMAND - Any commander in the active wing can move individually, if they have not moved so far this turn (i.e., if they did not move on a previous wing activation). However, all individual commander moves must occur before rolling for commands or issuing orders. Once commands are issued, commanders can only move along with a unit given an individual move order, as part of a zone activation, or if advancing into a zone emptied of enemy units.

When activating a wing, the command threshold is equal to 1 die roll, plus the sum of a number of additional die rolls equal to the **Tactics** rating of a *single* commander, who is treated as wing commander for this turn. This command threshold can be used to activate units for movement or assaults. Note that this does not spend commands – any action that falls below the threshold can be carried out.

If at any point during its activation, a wing is without a commander, commands can still be issued, though all commands costs must be calculated from the nearest camp or baseline. When a wing has no commander, no orders may be given to units outside of the wing.

If the wing contains multiple commanders, all may use their leadership value to modify zone and wing morale checks, but distances are measured from the wing commander for activation purposes.

5. ACTIVATIONS

Units can be activated individually or by zone. Note that units can be activated only once per *turn*. If they move into a different wing during their activation, they may not activate again when their new wing becomes active. Units activated by zone may not subsequently be activated individually, and *vice versa*.

Orders must be given to units that are part of the active wing, a reserve of the active wing, off-board, or that can trace a path to the activated wing through zones that are a) not occupied by enemy units, and b) on the enemy side of the board.

5.1 ZONE ACTIVATION - When activating by zone, it costs 1 command to activate an individual zone. Activated zones may move or assault, but may not exchange frontage, and no units may make double moves. All activated units *except ordnance* must make exactly the same moves, for example they must move at the pace of the slowest unit, and if an assault is ordered, all units in that started the activation in frontage *must* assault if they have valid targets. This cost is modified by:

+1 for every zone of distance between the unit and the wing commander in the active wing, or a friendly camp or baseline if the wing has no commander.

+2 for every zone of distance that is **not** part of the activated wing, between the activated zone and the commander of the activated wing.

Distances include the zone occupied by the units receiving orders but not the zone occupied by the commander. This value is multiplied by 2 for any of the following cases. Each of these cases cumulatively multiplies the orders cost by 2, but each applies only once to a given order:

Mixing: if the zone contains both horse and foot units (other than commanded foot)

Confusion: the zone contains disordered units **or** routers.

Adjacency: the activated unit **or** the commander is adjacent to an enemy, **or** the units are making an assault.

Edges: giving orders to a foot or ordnance unit along a board edge, or any units along the enemy baseline.

Interdiction: if the path between the commander and activated unit must be traced through enemy occupied zones.

5.2 INDIVIDUAL ACTIVATION - This activation allows a single unit to move, exchange frontage, or assault. These activations cost:

1 command to activate a veteran unit or light ordnance individually.

2 commands to activate a trained unit or medium ordnance individually.

3 commands to activate a raw unit or heavy ordnance individually.

+1 for every zone of distance between the unit and the wing commander in the active wing, or a friendly camp or baseline if the wing has no commander.

+2 for every zone of distance **not** part of the activated wing between the unit and the commander in the activated wing.

This value is multiplied by 2 for any of the following cases. Each of these cases cumulatively multiplies the orders cost by 2, but each applies only once to a given order:

Doubling: giving an order for double movement.

Confusion: the unit is disordered **or** the zone contains routers.

Adjacency: the activated unit **or** the commander is adjacent to an enemy, **or** the units are making an assault.

Edges: giving orders to a foot or ordnance unit along a board edge, or any units along the enemy baseline.

Interdiction: if the path between the commander and activated unit must be traced through enemy occupied zones.

5.3 MOVEMENT - Once activated, units have the following allowances

- All commanders get 4 moves, with an unlimited number of free turns
- All foot and ordnance units have a base movement of one move
- All horse and elephant units have a base movement of two moves
- All loose' units get one free turn
- All light" units get two free turns.

Units entering a friendly occupied zone may move into frontage if space is available, and may launch an assault if the unit has moves available, but may not then leave the friendly-occupied zone that turn unless as part of an advance after combat. Units moving into a zone containing friendly units immediately and automatically adopt the facing of the existing occupants. Disordered ordnance do not count as friendly units and do not stop movement or affect facing.

Units can also be activated for a double movement, in which case they get twice their number of base moves. Double activations can only be given to individual units, never whole zones. Units given a double activation may not assault.

It costs 1 move:

- For a foot, horse, or elephant unit to move directly forward
- To launch an assault
- To move in or out of frontage, or exchange frontage with another unit, in a unit's original zone.
- To change facing for all units except those in *en haye* formation

It costs 2 moves:

- To change facing for units in *en haye* formation
- To move an ordnance unit
- For a horse or elephant unit to enter or attack into a hill, wood, marsh, hedgerow, village, river, or field fortification zone, or a zone containing enemy elephants
- To move any unit one zone directly backwards, maintaining its facing unless moving into a zone with friendly units in a different facing.
- To move a foot, horse, or elephant unit forward diagonally, into a zone adjacent to the zone the unit is facing. This cannot be done if adjacent to enemy units at the beginning of the move.

These costs are cumulative, for example, moving horse diagonally into a wood zone costs four moves.

5.4 ENTERING FRONTAGE – A unit occupying a zone is either in frontage or is not. Units in frontage can contribute to firepower against the facing zone, but are more vulnerable to enemy firepower and zone morale checks. Note that while **ordnance, elephants, and commanded troops**: contribute nothing to the frontage value of a zone, they can satisfy the requirement that at least one unit be in frontage. Commanded, elephant, or ordnance units in frontage leave the full frontage of the zone free for units to assault. Units can move into frontage in a zone in any of the following cases:

Advancing: Units entering an empty zone individually automatically go into frontage in that zone. Units entering an empty zone as a group maintain the frontage they had in the previous zone, though additional units may optionally advance to fill empty frontage.

Reordering: When units enter a zone containing friendly units, any units entering the zone may optionally move into empty frontage if it is available in the new zone. A unit not in frontage can move into frontage in a zone if given an individual order and empty frontage is available.

Retreating: A unit moving directly backwards into a zone occupied by friendly units facing the same direction must enter frontage, and may displace a unit already in frontage if no empty frontage is available.

Vacancy: If all units in frontage rout or move out of frontage in a zone that still contains friendly units, at least one of the remaining friendly units must immediately be selected to occupy frontage.

Assault: Units given an assault order individually or as part of a zone can immediately move into frontage if there is empty frontage available, or if frontage is occupied light units. The assaulting unit remains in frontage after the assault.

Passage of lines: A unit can move into frontage if a unit in frontage in the same zone is disordered by shooting or assault and wishes to *exchange frontage*. The unit can advance into unoccupied frontage before the unit retreats, or after it retreats if the retreating unit is a brigade.

5.5 LEAVING FRONTAGE – Units may leave frontage only in the following cases:

Unengaged: Units in zones not adjacent to the enemy may leave frontage by being given an individual order, if there is at least one other unit in frontage or a unit eligible to enter frontage in the zone.

Move into support: A unit beginning in frontage that moves into a zone containing friendly units already in frontage may choose not to enter frontage in its new zone.

Retreating: one or several units in frontage in their zone can be displaced by a friendly unit moving backwards, if empty frontage to accommodate that unit is not available.

Screening: A commanded or ordnance unit automatically exits frontage if any friendly unit launches an assault from its zone. Light infantry leave frontage if another unit uses their frontage for an assault.

Passage of lines: If units are in frontage facing enemy units, they may *exchange* frontage with another unit in their zone, upon being given an individual order, or immediately upon becoming disordered by shooting or an enemy assault. In most cases, the zone must have *available, unoccupied* frontage sufficient for another unit to *advance* into frontage. The advancing unit must enter frontage first, to cover the retreat of the disengaging unit. The only exception to this is units with the brigade attribute. These units are able to retreat out of frontage before being replaced by another unit in the zone.

5.6 ORDNANCE AND MOVEMENT - Disordered ordnance units cannot move. They do not make wing morale checks, and do not rout – they will remain in a zone even if it is cleared of other units. Fresh or disordered enemy ordnance alone do not block movement and are automatically disordered and considered *captured* if their zone is occupied by enemy units. This has no effect except to give a *wing morale* bonus to the capturing wing.

6. LAUNCHING ASSAULTS

6.1 ASSAULT ELIGIBILITY - Units can launch an assault if given an individual order, or if the full zone is given an order. If a full zone is given an assault order, all units beginning the turn in frontage *must* launch an assault if they have a valid target. Light troops may choose to exchange with another unit conducting an assault if one is available (see below). A group assault order can only be given if all units in the zone have available moves and have not previously been given orders this turn.

With either an individual or zone order, units **not** beginning their turn in frontage may assault through empty frontage, or frontage occupied by light troops (by automatically exchanging frontage before conducting the assault). Commanded troops and ordnance are automatically removed from frontage when any assault is ordered from their zone. The assaulting units must have available frontage, and must remain in frontage into the subsequent turn. Fresh units conducting an assault *immediately* become **disordered** after doing so.

Light foot units may not assault anything except other light units, or disordered units. Commanded units and Ordnance can never assault. Formed foot cannot assault horse unless the attacking foot unit has the >> attribute; other foot cannot assault horse unless the horse is disordered. No foot can assault at all if any fresh enemy horse units are facing their flank or rear. Units conducting an assault must choose to target an eligible enemy unit in frontage in the zone immediately to their front. Assaulting units *must* target an enemy unit that has **not** already been assaulted this phase, unless all enemy units in frontage that are eligible to be assaulted have already been targeted this phase.

6.2 ASSAULT PROCEDURE - Roll two dice to hit with the following modifiers:

- +1 for a fresh horse unit with a >> designation, attacking any unit other than fresh horse with >>
- +1 for a > or >> designation
- +1 for a deep formation unit attacking a unit not in deep formation
- +1 for an attack on a formed unit not facing the attack, unless the unit is in a deep formation, or a brigade
- +1 for horse attacking loose, light, or commanded foot in open terrain
- +1 for a fresh foot unit with pikes attacking a foot unit without pikes in open terrain
- +*n* for a unit of a higher morale class attacking a unit of a lower morale class

- 1 for a < designation
- 1 for an attack by a disordered unit
- 1 for loose order unit' attacking a fresh formed unit, or light troops" attacking any formed unit
- 1 for any horse attacking fresh foot with pikes or any elephants
- 1 for any unit of horse or formed foot **not** in its own field fortification, attacking into or out of a wood, marsh, village, hedgerow, field fortification, or camp zone
- 1 for attacking from a non-hill into a hill zone, or from a river into a non-river zone
- +*n* for a unit of a lower morale class attacking a unit of a higher morale class

Where *n* is 2 for veteran units attacking raw units or *vice versa*, and 1 for trained units assaulting or assaulted by either other morale class.

6.3 SIZE DIFFERENCES - For every level of size difference (i.e., factor of 2) between the assaulting and assaulted unit, roll an additional die when making the assault. Units that are larger than their targets choose the highest two die. Units that are small choose the lowest two.

Multiple units of the same type (i.e., horse, foot, elephants) may combine their effective sizes to make an assault on a larger unit. The units do not have to be the same class (raw, trained, or veteran), or have the same attributes, however all assaulting units must be eligible to assault the target. One must be chosen as a lead unit, and all modifiers will be calculated based on the attributes of this unit.

6.4 RESOLVING ASSAULTS - An assault is successful if the modified roll is greater than or equal to the following:

Attacker	vs. Foot	vs. Horse
Foot	9	8
Horse	8	7

Elephants defend as foot but attack as horse. Ordnance cannot be directly targeted by assaults, but automatically become disordered if at any point they are alone in frontage facing enemy units.

If the net score exceeds the required number by ≥ 3 , a double hit has occurred. Both hits must be absorbed by the target unit, unless it can exchange frontage with another unit in the zone, which becomes disordered and enters frontage. If a disordered unit is double hit, another unit in the zone, of the defenders choice, must absorb the second hit.

6.5 ROUTED UNITS - When a unit is routed either by shooting or assault, it is immediately removed from play, triggering a wing morale check. If more than one unit is routed by a single die roll (either a zone morale check, or an assault), then the wing morale roll is modified by the **total size** of all units routed from that wing. Add a routers marker to the zone where the rout occurs if there is not one present already, and keep the routed units associated with the relevant wing. Routed light troops and commanded units do not trigger a wing morale check or produce routers markers.

6.6 ADVANCING - If an **assault** and the subsequent rout clear out one or more zones of all enemy units except ordnance, all non-ordnance units facing the emptied enemy zones will advance into the empty zones, unless they can *immediately* be restrained - by an individual **double** move order if in frontage, or a single move order if not. Note that this does not apply to routs triggered by shooting in the Resolution Phase. Leaders may optionally advance along with advancing units.

6.7 COMMANDER CASUALTIES - Commanders in zones that are under fire or adjacent to the enemy can be forced to test for casualty **a)** If the base morale of a zone, modified by enemy firepower but no other modifiers, is ≤ 0 , or **b)** if an assault on a zone containing a commander rolls doubles. This is considered after the highest or lowest two die are selected due to size differentials.

Any commanders in the zone must roll for casualty *immediately*, and apply the following results, before calculating morale for units or resolving routs.

- 1:** The commander is killed and immediately removed from play, triggering a wing morale check after all hits have been applied to the zone.
- 2:** The commander is injured or stunned and cannot move, contribute to the wing command threshold, or contribute to zone morale in the current activation or subsequent turn, but can still be treated as wing commander for purpose of issuing orders
- 3-6:** The commander is safe.

If a zone is entirely cleared by enemy assaults leaving the commander alone, or if enemy units advance into a zone where a commander is alone, the commander must roll for casualty, but is captured on a roll of 3-6 or killed on a 1-2.

7. WING MORALE

Whenever one or more units are routed, their wing must check morale by rolling a die. This roll is modified by the following:

- n where n is the total inherent **size** of units routed by the current attack.
- 1 if more friendly zones of the wing are occupied by enemy units than enemy zones by friendly units.
- 1 for every X units (modified by unit size and class) routed from this wing prior to this attack.
- 1 for every friendly wing that contains enemy units and no friendly units.
- 1 if the wing does not currently contain a commander (including through this attack)
- 1 if your camp has ever been occupied by the enemy.

- +1 if the wing has captured enemy Ordnance
- +1 if the army has a camp that has not been sacked
- +1 for every enemy wing completely cleared of enemy units
- +1 if the wing has $\geq X$ units (modified by unit size and class) in rows to the rear of the zone where the rout took place. Units in reserve are **NOT** included in this calculation.
- +1 if the wing has a reserve, with a commander and number of units (modified by unit size and class) greater than or equal to the width of the **reserve** wing.
- +1 if an **adjacent** friendly wing has a reserve, with a commander and **horse** units (modified by unit size and class) greater than or equal to the width of the wing making the morale check.

For all of these calculations, X is the width of the relevant wing measured in the number of zones. When comparing unit numbers to X , use the inherent unit size, multiplied by 1.5 if the unit is veteran. Apply all modifiers before rounding to nearest whole number.

This produces the base morale for the wing, which is modified for individual units by:

- +1 for formed foot
- +1 for veterans
- +1 for a large \wedge or very large $\wedge\wedge$ unit
- +1 for a unit not adjacent to enemy units
- +1 if in woods, a camp, hedgerows, field fortifications, or a village
- + n where n is the Leadership value of a general in the zone

- 1 for a disordered unit
- 1 for a raw unit
- 1 if the adjacent zones to the unit's front and rear and or to its left and right are enemy occupied

Any unit with a net morale of <0 immediately routs, or becomes disordered if ordnance. Units with a morale of exactly 0 rout unless they share a zone with a unit that has morale >0 . Only select new units to occupy frontage after resolving the rout.

8. VICTORY

The battle ends the instant that, at the end of a turn, one army either has A) fewer than X units in all wings, or B) no units in any wing except one, which is $<1/2$ the width of the total board, and which only has units on the friendly side of the board. For these calculations, X is the width of the relevant wing measured in the number of zones. When comparing unit numbers to X , use the inherent unit size, multiplied by 1.5 if the unit is veteran. Apply all modifiers before rounding to nearest whole number.

If the battle proceeds to the end of the last turn specified in the scenario without a winner, a side specified by the scenario is victorious.

APPENDIX A: UNIT ATTRIBUTES

EXTRA LARGE X^^

Firepower multiplied by 2 (1.5 if also a brigade)
Frontage is multiplied by 4 (2.5 if also brigade).
Counts as 4x base unit size

LARGE X^

Firepower multiplied by 2 (1.5 if also a brigade)
Frontage is multiplied by 2 (1.5 if also brigade).
Counts as 2x base unit size

SMALL Xv

Firepower is divided by 2
Frontage is divided by 2.
Counts as 1/2x base unit size

EXTRA SMALL Xvv

Firepower is divided by 2
Frontage is divided by 2.
Counts as 1/4 base unit size

BRIGADE X

Enemy gets no assault bonus for flanking
Do not need available frontage for unit rotation
Does not become disordered if attacking on reduced frontage
Decreased frontage and firepower for large and very large units

LOOSE ORDER X'

Loose order units get a -1 modifier when assaulting fresh formed units.
Gets one free turn per move.
Units get no bonus for assaulting flanks.
Receives no malus for assaulting into or out of rough terrain.
Horse get a +1 for assaulting foot in open terrain.

LIGHT TROOPS X''

Gets two free turns per move.
Foot can only assault other light troops or disordered units, with a -1 if unit is formed.
Does not receive a -1 to zone morale rolls for being in frontage.
Foot do not lose firepower in woods, marsh, village, or hedgerows.
Can freely exchange frontage with friendly assaulting units
Horse get a +1 for assaulting foot in open terrain
Routing light troops do not trigger a wing morale check

COMMANDED X:

As **light troops**, *except*:
Does not get free turns
Can never assault
Frontage is multiplied by 0 (i.e., unit can be placed in frontage even if full frontage is occupied by other units)

TRADITIONAL WEAPONS X)

Units have their firepower divided by 2, unless veterans.

Horse facing foot with traditional weapons face a -1 to zone morale checks

SHOOTING HEAVY X<

+1 to firepower if horse, +0.5 if any other type

-1 assault modifier

DEEP FORMATION X=

Frontage is divided by 2

Firepower is divided by 2

Enemy gets no assault bonus for flanking

+1 to zone morale rolls

+1 assault bonus when facing non-deep formations

WIDE FORMATION X--

Frontage is multiplied by 2.

Unit counts as one size class larger for resolving assaults while fresh

+1 to firepower

-1 to zone morale rolls when fresh

EN HAYE X----

Frontage is multiplied by 4

Unit counts as two size classes larger for resolving assaults while fresh

-1 to zone morale rolls when fresh

Costs 2 moves to change facing

ASSAULT HEAVY X>

Firepower is divided by 2

+1 assault modifier

ASSAULT ONLY X>>

No firepower

Formed foot can assault horse

+1 assault modifier, with additional +1 assault modifier if fresh horse

PIKES X/

Horse units get a -1 when frontally assaulting fresh units with pikes.

Units with pikes get a +1 when assaulting foot without pikes in open terrain.

HEAVY ARMOR X+

Units get a +1 for zone morale checks, unless facing foot with gunpowder weapons

ATTACHED LIGHT GUNS Xo

When fresh, units with light guns get a +0.5 to firepower.

APPENDIX B: SCENARIO SPECIAL CONDITIONS

EXHAUSTION - Disordered units in an exhausted army suffer a -1 modifier to their zone morale rolls.

SMOKE - If specified by the scenario, roll a die at the start of each turn. If the die roll plus the turn number ≥ 10 , enough smoke has accumulated to inhibit command. Both armies have any additional die rolled for command threshold due to a commander's tactics rating halved (rounding halves up). Also roll a die at the start of every turn. If the result is even, the player turn order is reversed, including the order of shooting resolution. There is a penalty for long range ordnance fire.

RAIN - Weather may be specified as cloudy or raining. Roll a die at the start of every turn. On a 6, the weather changes from raining to cloudy or vice versa. During rain, all command die rolls (not just those given by a commander's tactics rating) are halved (rounding halves up), and there is also a combat penalty for shooting. Rain negates the effects of **Smoke** immediately and permanently, even if the weather returns to cloudy.

DARKNESS - The number of turns of darkness is specified in the scenario. During Darkness, both armies have all command die rolls (not just those given by a commander's tactics rating) halved (rounding halves up), and there is also a combat penalty for shooting.

TRADITIONAL - Units in a **traditional** army with traditional weapons) or the >> attribute receive no positive modifiers to zone morale checks when facing gunpowder weapons.

APPENDIX C: FREE DEPLOYMENT

Scenarios can optionally be played beginning with armies undeployed. Before regular gameplay begins, players secretly commit units to *scouting*. These units will help determine initiative, but are committed to being deployed ahead of the main army.

Calculate the scouting value of all scouting units based on their most favorable attribute:

- Any light " horse units contribute 3 to scouting
- Any loose " horse or shooting focused horse units < without heavy armor contribute 2
- Any light " infantry, or any other horse without heavy armor contribute 1
- Any horse unit with heavy armor + contributes 0.5

When calculating scouting value, modify scouting value by the inherent size of the units, multiplied by 1.5 if the unit is veteran.

SCOUTING RESULTS - After players have secretly committed units to scouting, they reveal their scouting value. Both players roll one die and add it to their scouting value. The player with the higher value has won scouting, and chooses whether to take the first or second deployment phase.

The player that won scouting must then deploy all units committed to scouting in zones adjacent to enemy zones. These units cannot subsequently be moved during deployment, and no other units may enter the zones occupied by these units.

Players then alternate deployment phases. During each deployment phase, players may:

- A) **Establish a new wing.** The player may bring any number of units or commanders onto the board in any baseline zone or any zone with or adjacent to a camp. Each unit gets its normal movement, including all free turns, except that ordnance get double movement. All terrain costs are applied. Units may *not* enter the enemy half of the board, and units must respect stacking limits at all times. ***Units cannot deploy into an existing wing.***

At the end of the deployment phase, a new wing is defined, based on the horizontal range of zones used for deployment in that phase (including any zones *between* zones used for deployment). The wing **cannot** subsequently be changed.

- B) **Reactivate one or more existing wings.** The player activates one or several established wings, which must be adjacent and contiguous. All units already deployed in these wings may make a move, respecting stacking limits. New units may be deployed into these existing wings from the baseline or any zone adjacent to a camp. No unit may deploy into zones **not** already established as a wing, or move into the enemy's half of the board.

At the end of this deployment phase, one or several rows of zones may be declared a *reserve* of the reactivated wing. Reserve wings may **not** be subsequently reactivated.

CANNONADE – No shooting or assaults may take place during deployment. However, deployed *ordnance* units can target enemy zones for **cannonade** using normal range and line-of-sight rules. When a zone is under **cannonade**, it doubles the movement cost for units to enter the zone.

Deployment continues until both players elect to end deployment or for one phase after either army is fully on the board. Any zones not yet assigned to a wing become wings defined by the boundaries of adjacent wings and the board edges. The last player to bring their full army onto the board will be the second player to activate during the subsequent battle.