

# LIBERTY OR DEATH!

## TURN SEQUENCE

Determine initiative at the start of the game or by scenario. Initiative player completes all phases, then the non-initiative player.

### 1. COMMAND PHASE

- Attach and/or detach Generals (if not attached, move in step f).
- Remove a single disorder marker from friendly units.
- Resolve all RALLY orders (ROUTING units must attempt RALLY).
- Move ROUTING units (if not rallied).
- Resolve all CHARGE orders.
- Resolve a single order for all remaining (non-ordered) units.  
Remove under fire markers from units after they are activated.

### 2. SHOOTING PHASE

- Resolve all shooting.
- Resolve MORALE tests triggered by shooting casualties.

### 3. MELEE PHASE

- Resolve all MELEE combats.



## GENERALS

### COMMAND RANGE

Generals have a command range of 12". Units are in command if any part of the unit is within 12" of their Generals base from their brigade. Units must be assigned to a Generals brigade at the start of the game.

### ATTACHING, DETACHING AND MOVING

Generals can be attached or detached from a unit at the start of the Command phase (otherwise they move anytime during the phase). To attach, move the General into base contact with the friendly unit from their brigade (moves with the unit). While attached, only the unit in base contact is in command of the General. To detach, simply move the General out of base contact. If detached, can move at any time during the Command phase but can only be moved once per turn.

## UNIT ORDERS

Each unit is issued an order during the COMMAND phase. Depending on the unit state and order an ORDER test may be required. If unit state is not listed in the Test If column, the order test is automatically successful. If the number of successes needed are met, the order is successful. If not successful (failed ORDER test), the unit is immediately DISORDERED (unless the unit is ROUTING, in which case ignore the DISORDERED result).

ORDER	TEST IF	# OF SUCCESSES	SUMMARY OF ACTION
<b>HOLD</b>	Shaken (2D6)	0: Failed 1+: Success	<b>Failed:</b> Unit is DISORDERED. <b>Success:</b> No movement. Unit may shoot.
<b>REFORM</b>	Shaken (2D6)	0: Failed 1+: Success	<b>Failed:</b> Unit is DISORDERED. <b>Success:</b> May change into any legal formation/facing (around center of unit). Unit can shoot.
<b>ADVANCE</b>	Worn (3D6) Shaken (2D6)	0-1: Failed 2+: Success	<b>Failed:</b> Unit is DISORDERED. <b>Success:</b> Move forward at ADVANCE rate. Can OBLIQUE   WHEEL   SHIFT. Unit may shoot.
<b>RETIRE</b>	-	Auto Success	<b>Success:</b> Move full ADVANCE rate to rear arc while maintaining original facing. Unit may shoot.
<b>RUN</b>	Worn (3D6) Shaken (2D6)	0-1: Failed 2+: Success	<b>Failed:</b> Unit is DISORDERED. <b>Success:</b> Move forward at RUN rate. Can WHEEL (cannot OBLIQUE or SHIFT). No shooting.
<b>RETREAT</b>	-	Auto Success	<b>Success:</b> Move full RUN rate directly backwards and turn to face the direction of travel. No shooting.
<b>CHARGE</b>	Steady (4D6) Worn (3D6) Shaken (N/A)	0: Failed 1: Falter 2: Charge! 3+: Determined Charge!	<b>Failed:</b> Unit is DISORDERED. <b>Falters:</b> Move ½ the distance to the target unit (proximity to enemy applies). Unit may shoot. <b>Charge!:</b> Resolve defensive fire first. Move at CHARGE rate into base contact with target unit. <b>Determined Charge!:</b> Move at CHARGE range into base contact with target unit. Ignore MORALE test triggered by defensive fire.
<b>RALLY</b>	Steady (4D6) Worn (3D6) Shaken (2D6)	0-1: Failed 2+: Success	<b>Failed:</b> If ROUTING, continue move, take D3 additional hits. If not ROUTING, unit is DISORDERED. <b>Success:</b> If unit is ROUTING, stop routing, free reform. No other movement or shooting. If unit is not ROUTING, recover D3 hits. No movement. Unit may shoot.
<b>DISORDERED</b>	Results from a failed ORDER or MORALE test. No movement or shooting. Unit will fight in melee if engaged. If disordered during enemy phase, add two disorder markers. If the unit is ROUTING, ignore a DISORDERED result.		
<b>ROUTE</b>	Results from a MORALE test after losing a MELEE combat. Unit moves at ROUTE rate (firstly) away from enemy units and (secondly) towards their sides table edge. If the table edge is encountered, stop movement. If already at the table edge, unit is automatically BROKEN.		

## UNIT STATES

At any point in the game, units will be in one of the following states:

- STEADY:** The unit has no hits, or the number of hits is currently less than the WORN rating for the unit.
- WORN:** A unit is WORN as soon as it has suffered hits equal to or greater than the WORN rating (but less than the SHAKEN rating).
- SHAKEN:** A unit is SHAKEN as soon as it has suffered hits equal to or greater than the SHAKEN rating. SHAKEN units cannot CHARGE.
- BROKEN:** A BROKEN unit is immediately removed from play. Units are BROKEN when they ROUTE off table, as a result of a MORALE test, or if hits equal auto-broken value.

## DICE AND REROLLS

All dice rolled in the game are six-sided dice (D6). When rolling a **D2** a result of 1-3 = 1 and 4-6 = 2. When rolling a **D3** a result of 1-2 = 1, 3-4 = 2, and 5-6 = 3. When taking an ORDER or MORALE test, rerolls may apply. You cannot reroll a die that has already been rerolled. Each entry in the table below provides 1 reroll.

### ROLLING TO-HIT

Regardless of modifiers, a D6 result of 1 is always a failure and a 6 is always a success.

REASON	1 REROLL IF CONDITION MET
<b>In Command</b>	Unit is in command of their brigade General.
<b>Supported</b>	2+ friendly STEADY or WORN units are within 12".
<b>Reliable</b>	Unit has the RELIABLE special rule.

## TAKING TESTS

When taking an ORDER or MORALE test, one or more D6 dice will be rolled (based on the current state of the unit).

The number of successes scored is dependent on the unit quality. A D6 result of 6 counts as 2 successes regardless of unit quality.

QUALITY	SUCCESSES
<b>Militia</b>	D6 result of <b>5</b> = 1 success. D6 result of <b>6</b> = 2 successes.
<b>Regular</b>	D6 result of <b>4</b> or <b>5</b> = 1 success. D6 result of <b>6</b> = 2 successes.
<b>Elite</b>	D6 result of <b>3</b> , <b>4</b> or <b>5</b> = 1 success. D6 result of <b>6</b> = 2 successes.

# MOVEMENT

UNIT TYPE	FORMATION	ADVANCE	RUN	CHARGE, ROUTE, PURSUIT (IF DIFFICULT TERRAIN)	DIFFICULT	OBSTACLES	ROAD	MARCH COLUMN
<b>Infantry</b>	Any	8"	12"	Run +D3" (Advance +D3")	No Run	-D3+1"	+D6"	+D6+1"
<b>Cavalry</b>	Mounted Dismounted	14" 8"	21" 12"	Run +D6" (Advance +D6") Run +D3" (Advance +D3")	No Run No Run	-D3+1" -D3+1"	+D6" +D6"	+D6+1" -
<b>Skirmishers</b>	Any	10"	15"	Run +D3" (Advance +D3")	Ignore	-D3+1"	-	-
<b>Artillery</b>	Limbered Unlimbered	12" 4"	18" -	Run +D6" (Advance +D6") Run +D3" (Advance +D3")	No Run, ½ Move No Run, ½ Move	No Move No Move	+D6" -	- -
<b>Generals</b>	Any	24"	-	-	Ignore	Ignore	-	-

## ROUNDING

Always round partial movement values up to the next whole inch.

## NO RUN

If in or entering DIFFICULT terrain, the unit can't RUN. If executing a RUN order and DIFFICULT terrain is encountered, the unit must immediately stop.

## ROADS

To gain a road bonus, all bases from a unit must be on the road and the entire movement must stay on the road.

## NO MOVE

No move if in DIFFICULT or if DIFFICULT terrain is encountered.

## IGNORE

This unit ignores the terrain (as indicated by the column). As a result, the unit can execute RUN orders through this type of terrain without penalty.

## MARCH COLUMN

Apply this bonus if the unit is in March Column formation.

## OPEN TERRAIN

Basic movement rates assumes movement is through OPEN terrain. Open terrain is any terrain that does not impede movement in any significant way.

## DIFFICULT TERRAIN

DIFFICULT terrain must be defined before a game begins. Commonly, DIFFICULT terrain includes fordable streams, rough/rocky ground, forests, and similar.

Units cannot RUN in DIFFICULT terrain. If DIFFICULT terrain is encountered during a RUN move, the unit immediately stops. Units CHARGING through DIFFICULT terrain are reduced to ADVANCE rate for the base movement.

## IMPASSABLE TERRAIN

Any terrain that units cannot enter for any reason.

## OBSTACLES

Obstacles are 1" or less in height. A unit must be positioned at an obstacle (within ½ inch) in order to gain the benefits of cover from the obstacle.

## BUILDINGS

Buildings cannot be entered unless defined by a scenario.

## INTERPENETRATION

Friendly units that are STEADY or WORN can freely interpenetrate each other provided there is sufficient movement to clear the units (prevent overlapping after movement). DISORDERED and ROUTING units cannot be interpenetrated voluntarily. If a SHAKEN or ROUTING unit is interpenetrated for any reason, both units involved must take an immediate MORALE test.

## OBLIQUE

Move forward to the left or right along a 45° angle and keep the same facing. Unit cannot Oblique on RUN, CHARGE, ROUTE, or PURSUIT moves.

## WHEELING

A unit wheels around the leading base/rank. Measure the distance moved from the edge moving the farthest (outside edge).

## SHIFT

Unit shifts directly left or right, maintaining facing, up to ½ its move rate.

## PROXIMITY TO ENEMY

Unless engaging in MELEE, a unit must stay at least 4" from enemy units.

## MOUNTING AND DISMOUNTING

Designated cavalry units executing an ADVANCE order can mount or dismount at either the start or end of their movement.

## ARTILLERY LIMBERING AND UNLIMBERING

Artillery can limber at the start of an Advance, Retire or Route move. Artillery can unlimber at any point during an Advance move. Artillery cannot shoot on the turn they unlimber.

## CHARGES & ROUTING THROUGH DIFFICULT TERRAIN

ROUTING units ignore DIFFICULT terrain. Units CHARGING through DIFFICULT terrain are reduced to ADVANCE rate for the base movement.

# UNIT SIZES & MORALE VALUES

Morale is shown as **WORN/SHAKEN/AUTO BROKEN** values. A unit is WORN when the number of hits are => the WORN value, and SHAKEN when hits are => the SHAKEN value. A unit is automatically BROKEN when hits are = to the AUTO BROKEN value. Units consist of several bases as described below.

UNIT TYPE	SMALLER	STANDARD	LARGER
<b>Infantry</b> (50x50mm)	6/12/18 3 Bases 18 Figures	8/16/24 4 Bases 24 Figures	10/20/30 5 Bases 30 Figures
<b>Mounted Cavalry</b> (60x60mm)	5/10/15 2 Bases 6 Figures	7/14/21 4 Bases 12 Figures	9/18/27 6 Bases 18 Figures
<b>Dismounted Cavalry</b> (50x25mm)	3/6/9 1 Base 3 Figures	4/8/12 3 Bases 9 Figures	5/10/15 5 Bases 15 Figures
<b>Skirmishers</b> (50x25mm)	3/6/9 3 Bases 9 Figures	4/8/12 4 Bases 12 Figures	5/10/15 5 Bases 15 Figures
<b>Artillery</b> (50x75mm)	2/4/6 1 Base 1 Gun	3/6/9 2 Bases 2 Guns	4/8/12 3 Bases 3 Guns
<b>Generals</b> (25x50mm)	-		

# MORALE TESTS

Units are required to take a MORALE test:

- **After suffering hits from SHOOTING.**
- **After losing a MELEE.**
- **If a friendly unit is BROKEN within 6".**

## MORALE TEST

Determine successes by rolling D6 based on the current unit state (see Unit State below). Each result of 1-3 is a failure. A result of 4 or 5 counts as 1 success. A result of 6 counts as 2 successes. The number of successes needed is determined by what triggers the test.

## SUCCESS AND FAILURE

If the number of successes required are rolled (after rerolls), the test is passed (apply result from If Passed column). If the number of successes needed are not rolled, the test is failed (apply result from If Failed column). For each column, apply the specified result based on what triggered the MORALE test.

UNIT STATE	# OF SUCCESSSES (TO PASS)	IF FAILED	IF PASSED
<b>Steady (4D6)</b>	Test triggered by ...	MELEE: <b>RETIRE</b> OTHER: <b>DISORDERED</b>	<b>No Effect</b>
<b>Worn (3D6)</b>	SHOOTING: <b>2</b> LOST MELEE: <b>3</b> BROKEN FRIENDLY UNIT WITHIN 6": <b>2</b>	MELEE: <b>ROUTE</b> OTHER: <b>RETIRE</b>	<b>No Effect</b>
<b>Shaken (2D6)</b>		MELEE: <b>BROKEN</b> OTHER: <b>BROKEN</b>	MELEE: <b>ROUTE</b> OTHER: <b>No Effect</b>

# SHOOTING PHASE

The player who is currently acting can shoot any units that are capable of shooting in the Shooting phase (based on the order issued to each unit).

1. Declare shooting and target unit.
2. Check LOS and arc of fire.
3. Measure range.
4. Determine # of dice.
5. Apply modifiers.
6. Roll to hit.
7. Resolve saves.
8. Mark hits to target unit.
9. If any hits are scored, add 1 under fire marker to the targeted unit.

## LINE OF SIGHT (LOS)

For each base firing in a unit's front rank, draw a line from the center of the shooting base to the nearest visible point (within firing arc) of the target. A base can shoot if the line is uninterrupted by intervening models/terrain. Units shooting from higher elevations can draw LOS over intervening troops and terrain (except buildings/forests) at lower elevations. Likewise, units at lower elevations can do the same in when shooting at units that are higher.

## ARC OF FIRE

Each unit has a front, left flank, right flank, and rear. A 45° arc is drawn from each corner of the unit to determine each arc. The target unit must be in front arc of the shooting unit (45° arcs from front corners of the formation).

## MEASURING RANGE

Distance is determined from the center of the shooting unit (or group of bases if only a partial number of bases have LOS) to the nearest visible part of the target unit within the arc of fire. This imaginary line is the LINE OF FIRE.

## ROUNDING RANGE

Always round partial ranges down (for example, 10½ inches counts as 10).

## SHOOTING TO-HIT

D6 results needed to score a hit is determined by the unit's quality rating.

## DETERMINE NUMBER OF DICE

The number of D6 used to shoot is based on the unit type (consult the Combat Dice table). Apply the following modifiers:

- **+1 dice per base:** target unit is enfiladed.
- **+0.5 dice per base:** target unit is in SHORT range.
- **-0.5 dice per base:** Target is unlimbered artillery or skirmishers.
- **-0.5 Dice per base :** shooting unit is WORN.
- **-0.5 dice per base:** Target is at LONG range.
- **-0.5 dice per base:** Target is Obscured.
- **-1 dice per base:** Target is in Cover.
- **-1 Dice per base:** shooting unit is SHAKEN.

Combine these modifiers together to determine a single (modified) per base dice total (then multiply by the number of bases). A unit will always generate a **minimum of 0.5 dice per base** regardless of modifiers. Always round up.

## ENFILADE

If a line of fire can be drawn from the center of the shooting unit through the rear and far base edges of both flanks of a target unit, that unit is enfiladed.

## COVER & OBSCURED

A unit partially or fully within terrain that offers protection from shooting or defending an obstacle is in cover. If intervening terrain that does not block LOS is encountered along the line of fire, the target unit is obscured.

## EXPLODING HITS

Each hit inflicted by artillery becomes Dx hits (see table below).

# SHOOTING RANGES

SHOOTING WEAPON	SHORT RANGE	EFFECTIVE RANGE	LONG RANGE	EXPLODING HITS
Smoothbore Musket	0-7"	8-14"	15-28"	-
Rifled Musket	0-8"	9-16"	17-32"	-
Carbine	0-6"	7-12"	13-24"	-
3pdr Artillery	0-15"	16-30"	31-45"	D2
6pdr Artillery	0-20"	21-40"	41-60"	D3
12pdr Artillery	0-30"	31-60"	61-90"	D3+1

# UNDER FIRE MARKERS

A unit gains an under-fire marker each time it takes 1+ hits from shooting (regardless of saves). Under fire markers are removed after the unit is activated, even if it does not move. For each under fire marker on a unit when it is activated (given an order), reduce the movement rate by 1".

# COMBAT DICE

UNIT	DIRECT		SUPPORTING	
	SHOOTING	MELEE	SHOOTING	MELEE
Infantry	2.5/base	3/base	-	2/base
Mounted Cavalry	1.5/base	3/base	-	2/base
Dismounted Cavalry	2/base	2/base	-	-
Skirmishers	1.5/base	1.5/base	-	-
Unlimbered Artillery	2/base	2/base	-	-
General (attached)	-	+2 dice	-	-

# SHOOTING TO-HIT

QUALITY	TO-HIT
Militia	5+
Regular/Elite	4+

# TO-HIT MODIFIERS

CONDITION	MODIFIER
Marksmen	+1 To-Hit Results
Poorly Trained	-1 To-Hit Results

# MARKING CASUALTIES

Use a counter to mark the number of hits currently inflicted on a unit. Note that bases are not removed from units (all bases are removed when unit is BROKEN).

# SAVES (SHOOTING AND MELEE)

For each hit inflicted on a unit in shooting or melee, roll 1D6. A result of 1 is always a failure and a result of 6 is always a success. Each successful save reduces the total number of hits inflicted by 1.

HITS FROM	RESULT NEEDED
Shooting	5+
Melee	6

# SPECIAL RULES

## BRAVE

Unit can roll 1 additional D6 when taking a MORALE test.

## DRILLED

Unit can roll 1 additional D6 when taking an ORDER test.

## ELITE

After determining dice to roll during SHOOTING or MELEE, gain +2 dice.

## IMPETUOUS

This unit automatically does a BREAKTHROUGH or PURSUIT (no roll).

## INDEPENDENT

This unit counts as being in command of their brigade general if they are within 30" of the General (instead of the usual 12").

## MARKSMEN

Add +1 on to-hit results when SHOOTING.

## NATIVES

This unit never counts as being supported when taking ORDER or MORALE tests.

## POORLY TRAINED

Apply a -1 modifier on to-hit results when SHOOTING.

## RELIABLE

Unit can reroll 1 die for ORDER tests.

## SCOUTS

Unit ignores DIFFICULT terrain when moving.

## STALWART

This unit ignores under-fire markers.

## STEADY

Unit counts as being supported so long as there is 1 friendly STEADY or WORN unit within 10" (instead of the normal 2).

## STUBBORN

Unit can reroll a failed MORALE test.

## TOUGH FIGHTERS

Unit may reroll all failed to hit results when fighting MELEE.

## UNRELIABLE

When taking tests (MORALE and ORDER), a result of 6 only counts as 1 success.

## VETERANS

If this unit is disordered at the start of the Command phase, roll 1D6. On a 4+ immediately remove the DISORDERED state and may be ordered normally.

# ARTILLERY CANISTER (ALL ARTILLERY)

Canister range is 0-10". Each successful hit from canister explodes into 2D3 hits.



# RESOLVING CHARGES

Resolve CHARGES in the COMMAND phase.

1. Check if unit can be issued a CHARGE order.
2. Declare target of charge.
3. Resolve CHARGE order test.
4. Declare charge response. If the charging unit is <=6" away the only charge response allowed is hold.
5. Move charging unit.

## DECLARE CHARGES

A unit being given a CHARGE order ...

- Must not be SHAKEN.
- Must be an infantry, cavalry (mounted or dismounted) or skirmisher unit.
- Must be within (potential) move range.
- Must have a clear and unobstructed path to the target unit.

## ORDERS TEST FOR CHARGING

An ORDER test is required regardless of unit state. The number of successes determine the charge result:

- **0 Successes = Failed!** Order is failed and the unit becomes disordered.
- **1 Success = Falters!** Move ½ the charge distance to the target unit (unit will stop at any point it enters within 4" of an enemy unit).
- **2 Successes = Charge!** If farther than 6" from target unit and in the front arc, resolve defensive fire and any resulting MORALE test. If MORALE test is passed, or there is no defensive fire, move into base contact with target unit.
- **3+ Successes = Determined Charge!** Same as Charge! except ignore any MORALE test triggered by defensive fire.

## MOVING CHARGERS: MOVEMENT RATE

Move at a CHARGE rate into base contact. Consult the Movement table for the CHARGE distance moved. CHARGE rate uses ADVANCE rate +DX" instead of RUN rate if charging through DIFFICULT terrain.

## MOVING CHARGERS: CLEAR/UNOBSTRUCTED PATH

A charging unit must have a completely unobstructed path of movement to the target unit (terrain and other units, friend or foe). This is determined at the time the CHARGE order is issued (for example, intervening units can charge before the current unit and clear the way). A charging unit can get closer than 4" to any enemy unit but can only contact the target unit.

## MOVING CHARGERS: FLANK AND REAR CHARGES

Each unit has a front, flank and rear (45° arcs from each corner of the unit). Half or more of a charging unit must start its charge within the target unit's flank or rear arc in order to contact the facing.

## MAXIMIZE CONTACT

After a charging unit makes initial contact, players must maximize the bases in direct contact with each other (any necessary movement to achieve this is free). If multiple charging units are contacting the same arc of the target unit, equally split base contact between the charging units (if odd, charging player decides).

## UNINTENTIONAL CONTACT

If an enemy unit is unintentionally (unavoidable) brought into contact, that unit automatically becomes engaged in the ensuing melee combat.

## MULTIPLE CHARGERS

Multiple units can charge a target unit so long as at least a single base from each formation can make direct contact with the target unit.

## DECLARE CHARGE RESPONSE

After a successful ORDER test to CHARGE (Charge! or Determined Charge!), a target unit must declare its response to the charge: **hold, defensive fire, cavalry retire or cavalry counter-charge**. If the charging unit is <=6" away, or if charged in the flank or rear, the only charge response allowed is hold.

## CHARGE RESPONSE: DEFENSIVE FIRE

This can only be declared if the unit is armed with shooting weapons. If the charging unit is further than 6" from the target unit and in the front arc, the target unit can shoot defensive fire (split hits across multiple chargers). This is resolved immediately before moving the charging unit. If a MORALE test is necessary as a result of the shooting, take the test immediately. If passed, continue the charge. If failed, apply the result to the charging unit immediately (unit doesn't charge).

## CHARGE RESPONSE: CAVALRY RETIRE

Cavalry that is successfully charged may immediately conduct a RETIRE move in response. Complete the RETIRE movement before moving the charging unit.

The charging unit then completes the CHARGE movement against the same unit.

## CHARGE RESPONSE: CAVALRY COUNTER-CHARGE

Cavalry that is charged by any unit can counter-charge. Take a charge ORDER test. If successful, both units meet ½ way and both count as charging. If failed, the unit is immediately DISORDERED (and does not counter charge).

# MELEE

All MELEE combat is resolved in the MELEE phase.

Both sides fight simultaneously. Resolve MELEE combat as follows:

1. Determine # of dice.
2. Apply modifiers.
3. Roll to hit.
4. Resolve saves.
5. Mark hits and determine winner.
6. Check for attached Generals.

## To-Hit

The to-hit roll required to score successful hits depends on unit's quality rating.

## DIRECT AND SUPPORTING

Bases in the front rank of a unit that are in base contact with an enemy unit that covers some part of the base frontage are in direct contact. Bases in the 2<sup>nd</sup> or 3<sup>rd</sup> rank (or more), bases in the front rank that are in corner-to-corner contact or bases in the front rank not in any contact, are supporting bases. Dice from supporting bases are added after applying modifiers to the dice generated by bases in direct contact.

## DETERMINE NUMBER OF DICE

The number of D6 used to fight melee is based on the unit type (consult the Combat Dice table). Modifiers apply to bases in direct contact (do not apply to supporting bases). Apply the following modifiers:

- **+1 Dice per base:** charging unit.
- **+1 Dice per base :** fighting against a unit's rear.
- **+0.5 Dice per base :** fighting against a unit's flank.
- **+0.5 Dice per base :** is cavalry fighting against infantry in the open.
- **-0.5 Dice per base :** fighting against an enemy unit defending an obstacle.
- **-0.5 Dice per base :** fighting against an enemy unit that is uphill.
- **-0.5 Dice per base :** unit is DISORDERED.
- **-0.5 Dice per base :** unit is WORN.
- **-0.5 Dice per base:** unit is infantry fighting against cavalry in the open.
- **-1 Dice per base:** unit is SHAKEN.

Combine these modifiers together to determine a single (modified) per base dice total (then multiply by the number of bases). A unit will always generate a **minimum of 0.5 dice per base** regardless of modifiers. Always round up.

## MULTIPLE UNITS IN MELEE

Hits are distributed evenly across all units engaged in MELEE (odd/uneven results are distributed by the player inflicting the hits).

# MELEE RESULTS

## MELEE COMBAT RESULTS

To determine the winner of the MELEE, calculate the total score based on the following factors:

- **Hits:** For each unsaved hit inflicted on the enemy unit, gain +1.
- **Flank/Rear:** +2 fighting against a unit's flank / +4 if fighting against the rear.
- **Size:** The side with more bases gains (total) +2 if STEADY or WORN.

Side with the highest score wins the MELEE. The loser must take an immediate MORALE test. If the result was a draw, the MELEE continues in the next MELEE phase (during the next players turn).

## MORALE TEST RESULTS

**If an enemy unit ROUTES**, and your unit is an infantry, cavalry, or monster unit that is now unengaged in MELEE, it will test for PURSUIT. If still engaged in MELEE, the unit holds. All other units hold their ground.

**If the enemy unit is BROKEN**, and your unit is an infantry, cavalry, or monster unit that is now unengaged in MELEE, it will test for BREAKTHROUGH. If still engaged in MELEE, the unit holds. All other units hold their ground.

**If the losing unit HOLDS and is not SHAKEN**, the MELEE combat is finished for this turn and will continue in the next MELEE phase.

## WINNING UNIT SHAKEN

It is possible that the winning unit may be SHAKEN at the end of a MELEE combat. If the winning unit is no longer engaged in MELEE, it will HOLD (cannot conduct a BREAKTHROUGH or PURSUIT). If the winning unit remains engaged in MELEE it will immediately ROUTE.

# GENERALS ATTACHED TO A UNIT IN MELEE

## MELEE DICE BENEFIT

If a General is attached to a unit in Melee, that unit adds +2 dice to the total number of dice rolled, after applying all modifiers.

## RISK TO THE GENERAL

At the end of each round of Melee, roll 1D6. On a result of 2-6 the General is unaffected. On a result of 1 the General is killed and removed from the game (no replacement, meaning units in the Brigade can no longer be in command).

QUALITY	To Hit
Militia	5+
Regular	4+
Elite	4+

## BREAKTHROUGH

Roll a D6. On a 1-3 the unit HOLDS. On a 4+ the unit conducts a BREAKTHROUGH. The unit can declare an automatic determined CHARGE against any unit in its front arc. A unit is limited to 1 BREAKTHROUGH per turn.

## PURSUIT

Roll a D6. On a 1-3 the unit HOLDS. On a 4+, conduct a PURSUIT move, following the ROUTING unit. If the ROUTING unit is contacted, immediately fight one “free” round of MELEE. After MELEE, the unit ROUTES (if not BROKEN) and the pursuing unit automatically HOLDS. If unable to pursue due to space or terrain, the unit HOLDS.

If an enemy unit is encountered during the pursuit (contacting ROUTING unit is priority - only contact a new enemy unit if it is not possible to contact the ROUTING unit), resolve an automatic determined CHARGE against the intervening enemy unit. Resolve the MELEE combat in the next MELEE phase.

## ROUTING

Routing units will (firstly) move directly away from the engaged enemy units via the clearest path possible from the front arc that avoids enemy units then friendly units. (Secondly) routing units will move towards their sides table edge. If there is no open path available, the unit is immediately BROKEN. Routing units ignore DIFFICULT terrain.

### SHAKEN UNIT ROUTING FROM MELEE COMBAT

If a Shaken unit is contacted by a pursuing unit it is immediately BROKEN and removed from play. Pursuing unit holds where it contacts the routing unit.

## BRIGADES

All units within an army must be grouped together in 1 or more Brigades. A Brigade should have between 3-6 units but can be larger or smaller if necessary. Each Brigade is commanded by a General. While a Brigade is a specific historical organizations level, it can be used to represent a formation at any scale of play.

## C-IN-C (ARMY COMMAND)

C-in-C or army command is represented on the battlefield using a vignette. This does not count as a unit and is only representative of the army command. If the C-in-C is contacted during the game by units simply move it out of the way.

## THE TABLE EDGE

If a ROUTING unit moves off the table edge it is immediately BROKEN. Units that are not ROUTING cannot leave the table edge and must stop immediately. Units that move on from a table edge can only Advance or Run (no Charges).

## FORTIFIED POSITIONS

While a unit occupies a fortified position (e.g., a redoubt) it gains the Reliable special rule and will successfully save hits from SHOOTING on a 4+.

## COMMAND ACTIONS

COMMAND	COST	COMMAND ACTION
<b>Lead The Fight!</b> (MELEE)	1	<b>Use when determining the number of dice in a MELEE combat, before rolling dice.</b> If the unit has an attached General, add +4 dice to the resulting pool of dice (instead of the normal +2).
<b>Reinforce!</b> (COMMAND)	1	<b>Use after passing an ORDER test for a RALLY.</b> The unit will pass a RALLY order with 1+ successes (instead of the normal 2 successes that are required). Additionally, if the RALLY order is successful, the unit gains D3+2 hits back instead of the normal amount granted by the RALLY order.
<b>Hold The Line!</b> (ANY)	1	<b>Use after rolling a MORALE test.</b> The unit can reroll a failed MORALE test (counts as new test – apply regular rerolls).
<b>Reform The Ranks!</b> (COMMAND)	1	<b>Use at the start of the COMMAND phase.</b> Choose a unit that is currently DISORDERED. Take a MORALE test. If 2+ successes, immediately remove all DISORDERED markers from the unit and the unit can be ordered normally this turn.
<b>A Direct Order!</b> (COMMAND)	1	<b>Use at any point during the COMMAND phase after rolling for an ORDER test.</b> The unit can reroll a failed ORDER test (counts as new test – apply regular rerolls).
<b>Press the Charge!</b> (COMMAND)	1	<b>Use before rolling dice for a CHARGE ORDER test.</b> The unit will pass a CHARGE order with 1+ successes resulting in a determined charge!
<b>Concentrate Fire!</b> (SHOOTING)	1	<b>Use after rolling to hit for shooting during the SHOOTING phase.</b> Reroll all failed to hit rolls for shooting.
<b>Double Time!</b> (COMMAND)	1	<b>Use before moving a unit in the COMMAND phase.</b> If on foot (infantry, skirmishers, unlimbered artillery, or dismounted cavalry), add D3” to the movement rate. If mounted (cavalry, limbered artillery, or generals), add D6” to the movement rate.

## VICTORY AND DEFEAT

Games will end based either on the number of turns played, as defined by the scenario, or because one army reaches its break point. When the game is finished, calculate victory points to determine the battle’s outcome.

### ARMY BREAK POINT

An armies break point is equal to ½ of the total number of units in the army, rounded up. When an army has lost (BROKEN) units equal to the army break point, the game is immediately over – the army quits the field of battle.

### VICTORY POINTS

Calculate Victory Points (VPs) as follows:

- +5 VPs for each BROKEN unit.
- +3 VPs for each SHAKEN unit.
- +1 VP for each WORN unit.
- +X VPs as defined by individual scenarios.
- +10 VPs if the enemy has reached their army break point.

Compare the difference in VPs:

0-5 VPs = draw | 6-12 VPs = minor victory | 13+ = major victory.

## COMMAND POINTS

Command Points (CPs) allow the C-in-C to interact with the battle by influencing key actions or moments during the game. They represent the army command themselves, or their trusted subordinates enacting the C-in-Cs will and orders.

### GENERATING COMMAND POINTS

For each brigade (formation) in an army, that army generates 1 CP. Then, add D3 CPs to that resulting pool of CPs for the total pool available for the game.

REASON	POINTS GENERATED
<b>Per Brigade</b>	1
<b>C-in-C</b>	D3

### REPRESENTING COMMAND POINTS

Use a die or other token placed on or beside the C-in-C vignette to show the current number of remaining CPs available for the army.

### USING COMMAND POINTS

Each Command Point (CP) available can only be used once per game. CPs are used to execute Command Actions. The Command Actions table details each action available, how many CPs they cost when used, exactly when they can be used, and what effect occurs as a result of the Command Action. Each unit in an army can only be affected by the same Command Action once per turn (for example, you can’t use Hold The Line! to repeatedly retake a MORALE test).

### COMMAND INFLUENCE

Unless otherwise stated by special rules or scenario rules, C-in-Cs can only use Command Actions for units within their own army.

## CONTINENTAL ARMY LIST

UNITS	TYPE	SIZE	WEAPONS	SPECIAL RULES
Green Militia Regiment	Militia Infantry	3, 4 or 5 bases	Smoothbore Muskets	Unreliable
Militia Regiment	Militia Infantry	3, 4 or 5 bases	Smoothbore Muskets	
Experienced Militia Regiment	Militia Infantry	3 or 4 bases	Smoothbore Muskets	Brave
Green Continental Regiment	Regular Infantry	3, 4 or 5 bases	Smoothbore Muskets	Unreliable
Continental Regiment	Regular Infantry	3, 4 or 5 bases	Smoothbore Muskets	Drilled
Experienced Infantry Regiment	Elite Infantry	3 or 4 bases	Smoothbore Muskets	Reliable, Elite, Veterans, Drilled
Minutemen	Militia Skirmishers	3 or 4 bases	Smoothbore Muskets	Independent, Scouts
Riflemen	Regular Skirmishers	3 or 4 bases	Rifled Muskets	Independent, Marksmen, Scouts
Militia Cavalry	Militia Cavalry	2 or 4 bases	Swords and Carbines	Independent, Scouts
Continental Light Dragoons	Regular Cavalry	2 or 4 bases	Swords and Carbines	Independent
3pdr Artillery Battery	Regular Artillery	1, 2 or 3 bases	3pdr field gun	Independent
6pdr Artillery Battery	Regular Artillery	1, 2 or 3 bases	6pdr field gun	Independent

## BRITISH ARMY LIST

UNITS	TYPE	SIZE	WEAPONS	SPECIAL RULES
Regular Infantry Regiment	Regular Infantry	3, 4 or 5 bases	Smoothbore Muskets	Drilled <b>Grenadiers Detached:</b> Reduce bases by 1.
Highland Infantry Regiment	Regular Infantry	3, 4 or 5 bases	Smoothbore Muskets	Tough Fighters, Drilled <b>Grenadiers Detached:</b> Reduce bases by 1.
Grenadier Infantry	Elite Infantry	3, 4 or 5 bases	Smoothbore Muskets	Reliable, Stalwart, Tough Fighters, Drilled
Guard Infantry	Elite Infantry	3, 4 or 5 bases	Smoothbore Muskets	Reliable, Stalwart, Stubborn, Elite, Drilled, Veterans <b>Grenadiers Detached:</b> Reduce bases by 1.
Light Infantry	Regular Skirmishers	4 or 5 bases	Smoothbore Muskets	Independent, Scouts
Queen's Rangers	Elite Skirmishers	3 or 4 bases	Rifled Muskets	Independent, Reliable, Marksmen, Scouts
Allied Indians	Regular Skirmishers	3 or 4 bases	Smoothbore Muskets	Independent, Natives, Scouts
Light Dragoon Regiment	Regular Cavalry	4 or 6 bases	Swords and Carbines	Independent
Queen's Rangers Hussars	Elite Cavalry	2 or 4 bases	Swords and Carbines	Independent, Reliable
Legion Cavalry	Regular Cavalry	2, 4 or 6 bases	Swords and Carbines	Independent
3pdr Artillery Battery	Regular Artillery	1, 2 or 3 bases	3pdr field gun	Independent
6pdr Artillery Battery	Regular Artillery	1, 2 or 3 bases	6pdr field gun	Independent
12pdr Artillery Battery	Regular Artillery	1, 2 or 3 bases	12pdr field gun	Independent

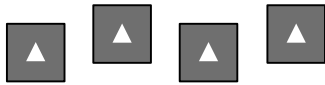
## HESSIAN ARMY LIST

UNITS	TYPE	SIZE	WEAPONS	SPECIAL RULES
Musketeer Regiment	Regular Infantry	4 or 5 bases	Smoothbore Muskets	Drilled
Fusilier Regiment	Regular Infantry	4 or 5 bases	Smoothbore Muskets	Tough Fighters, Drilled
Grenadier Infantry	Elite Infantry	4 or 5 bases	Smoothbore Muskets	Reliable, Stalwart, Tough Fighters, Drilled
Jagers	Elite Skirmishers	3, 4 or 5 bases	Rifled Muskets	Reliable, Independent, Marksmen, Scouts
6pdr Artillery Battery	Regular Artillery	1, 2 or 3 bases	6pdr field gun	Independent
12pdr Artillery Battery	Regular Artillery	1, 2 or 3 bases	12pdr field gun	Independent

# UNIT FORMATIONS

Below find example diagrams for the various formations used in the game for infantry, cavalry and artillery units.

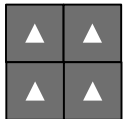
## Infantry Skirmishers



## Infantry Line



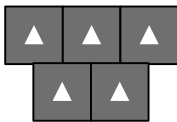
## Infantry Column



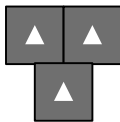
## Infantry March Column



## (Large) Infantry Column



## (Small) Infantry Column



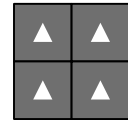
## Cavalry March Column



## Cavalry Line



## Cavalry Column



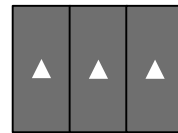
## Dismounted Cavalry



## Unlimbered Artillery



## Unlimbered (Large) Artillery



## Limbered Artillery



## Limbered Artillery (Option)



Backwards to direction of travel if using unlimbered gun bases instead of limber teams