

CHARGE PIKES!

English Civil War Miniatures Rules

By
Wesley A. Rogers



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Introduction

These rules are designed to recreate medium-sized battles in the English Civil War (1642-1651). The game mechanics are based strongly on the *WRG 1685-1845* rules, but with important changes.

The rules are organized into two sections. The first section lists the basic rules for the game. Then follows a section of optional and advanced rules. State clearly at the start of the game which optional rules you will be using.

15mm Scale Notation: The rules are primarily designed for 25mm scale figures. The corresponding 15mm scale distance or size follows the 25mm size in parentheses. For example, 6(4.5)" means use 6" with 25mm scale figures, or 4.5" with 15mm scale figures. In general, the 15mm distances are 3/4 of the 25mm distances.

Game Scales

One turn represents an undefined amount of time. 16-20 turns usually represents a full day of battle.

One inch represents about 12(16) paces -- about 25(40) feet.

One figure represents 25 actual men, usually standing in 3-4 ranks (half a file depth).

One gunner represents about 5 men.

One gun model represents two actual guns.

Troop Types

The rules use the following troop types:

- | | |
|---------------------|--|
| Pikemen: | Infantry armed with pikes, usually wearing some sort of body armor. |
| Musketeers: | Infantry armed with matchlock muskets. The basic rules ignore firelock muskets. |
| Skirmishers: | Infantry with matchlocks, strung out in skirmish order. Generally, these are dismounted dragoons. |
| Cuirassiers: | Cavalry wearing full or 3/4 plate armor, using swords and pistols. |
| Horse: | Cavalry wearing less armor, usually a breastplate and helmet, using swords and pistols. |
| Dragoons: | Mounted musketeers. Dragoons are not considered true cavalry, and suffer penalties if they fight while mounted. |
| Gunners: | Infantry who can man guns. These are usually based individually, or mounted around the gun model they serve, on its base. |
| Generals: | Command figures. Generals have no combat or shooting value. Usually they are mounted one or two figures on a base (two figures for C-in-C, one figure for a sub-general). |
| Guns: | Guns are divided into light (up to 4# shot weight), field (up to 12# shot weight), and heavy (over 12# shot weight). Siege guns are treated as a type of heavy gun in these rules. |
| Wagons and Limbers: | These are not "troop types", but are often present in the game. |

Mounting Figures

Figures are mounted according to certain frontages per figure, in order to determine shooting and combat. You may group figures together onto bases of the appropriate width, if desired. The frontages below conform to the most popular frontages for this period.

Figure Type	Width per Figure (mm)	Depth per Figure (mm)
Pikemen	15 (10)	20 (13)
Musketeers	20 (13)	20 (13)
Skirmishing Foot	30 (20)	30 (20)
Any Mounted Troops	25 (20)	50 (20)
Generals	50 (30)	50 (20)
Gun Model	50 (30)	As needed
Wagon, Limber	50 (30)	As needed

Bases for Figures

Most players mount four pikemen or three musketeers on a 60(40)mm wide base, and 2 cavalry on a 50(30)mm wide base.

However, if your troops are mounted differently than the table above shows, just group figures according to the table during shooting and combat. For example, a 12-figure cavalry unit (in 1 or 2 ranks of figures) would roll 6 dice in combat, no matter how the figures were mounted.

Units

Figures in turn are grouped in to units. A unit represents one or more troops of cavalry, or a regiment of foot, or a battery of guns.

Cavalry and dragoon units must all contain the same type of troops (e.g. all horse or all cuirassier).

Foot units may both contain pike and/or musketeer figures -- usually both. Note that regiments in "real life" actually fought in three or four "grand divisions", each of 3-4 companies, which operated somewhat apart from one another. In the game, however, all the figures of a regiment must touch.

Gun batteries may contain any mixture of gun types.

All the figures in a unit must have the same morale grade.

Morale Grades

There are five morale grades in the rules, which represent a combination of training, enthusiasm, leadership, and state of equipment. In general, better-equipped units would have higher morale than poorly-equipped units (there are exceptions, of course).

Grade A (elite) is the highest. These might be Cromwell's Ironsides, or possibly Newcastle's northern foot.

Grade B (crack) is next. These might be most Royalist cavalry at the start of the war, for example.

Grade C (line) are average-quality troops who have gotten proper training and equipment.

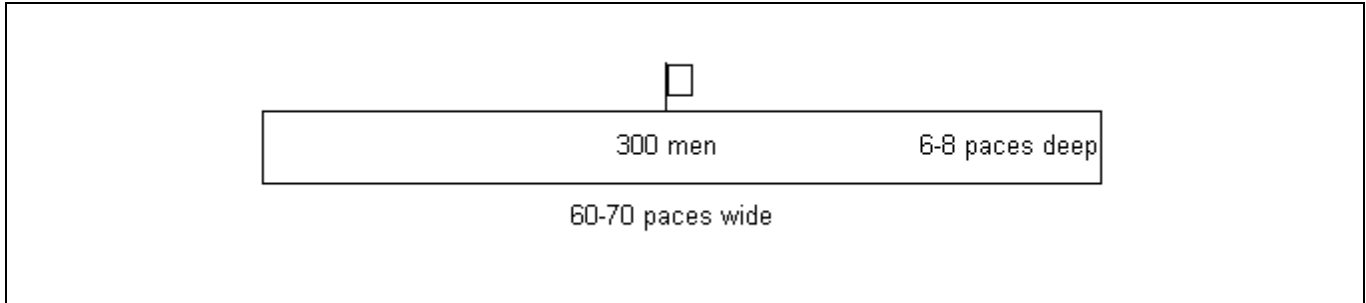
Grade D (green) are newly-raised regular troops.

Grade E (raw) are most militia units.

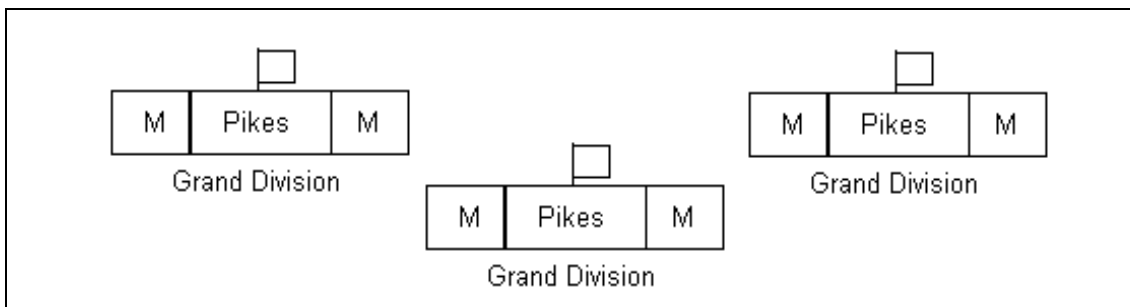
Formations

Infantry

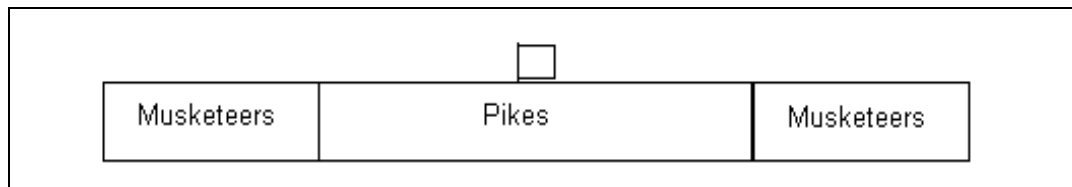
The rules take the viewpoint that mid-seventeenth-century warfare was basically linear, rather than columnar. A foot regiment would be divided into three or four "grand divisions"; each of 200-300 men. Each grand division would have a frontage of 60-70 paces, and a depth of perhaps 6-8 paces. This is clearly a linear formation:



The basic rules also assume that foot regiments use the Dutch System of maneuver. There is an optional rule for the Swedish System. The illustrations below show what a Dutch-system regiment of three grand divisions might look like in "real life". Note also that the musketeers in each grand division might well deploy forward of (the "horn battle") or behind their pike blocks.



However, this sort of complexity leads to a lot of problems in a wargame. The rules are content to recreate only the major effects of such a maneuver system, rather than to try to physically show every interaction of the pikes and muskets in the regiment. Therefore, we will simplify the appearance of the regiment, so that it appears as shown below; we represent the entire regiment as if it were one grand division:



Naked Foot, Pike-supported Foot, and Heavy-Armed Foot

In order to simplify combat, the rules do not differentiate between pikemen and musketeers in combat. What matters instead is the **proportion** of pikes to muskets in the unit. A pike and shot unit may be either "naked", "pike-supported", or "heavy-armed".

This status is determined at the start of the game, and does not change (since losses are taken proportionally among pikes and muskets during the game).

Naked Units: If a pike and shot unit has less than 1/3 of its figures pike-armed, it is considered "naked", and suffers severe penalties in combat and morale, especially if fighting cavalry.

Pike-Supported Units: A pike and shot regiment is considered "pike supported" if at least 1/3 of its figures are pikemen. In this period, the pike played the same role as the bayonet in the Horse and Musket era which followed it. A foot unit without proper pike support is very vulnerable to cavalry attacks. A unit with proper pike support is (relatively) immune to cavalry attacks.

Heavy-Armed Units: A unit with at least half its figures pike-armed is considered "heavy-armed", and gains an extra combat point when fighting.

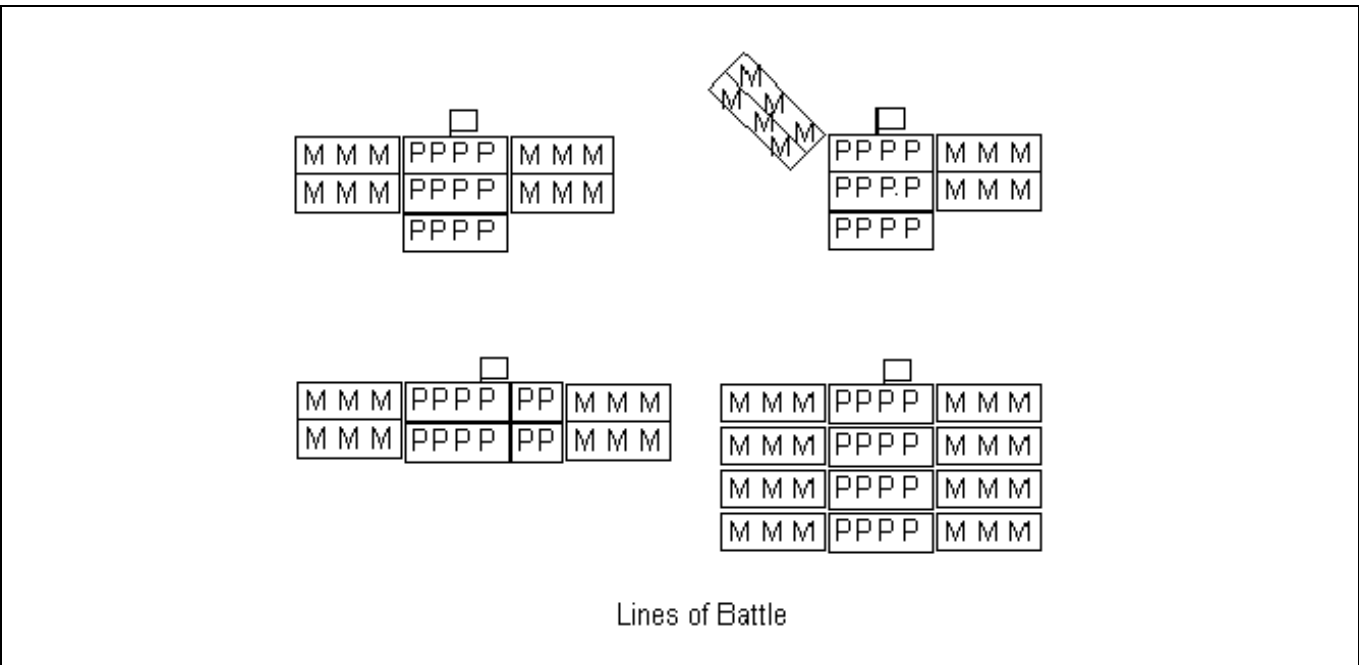
Infantry Deployment

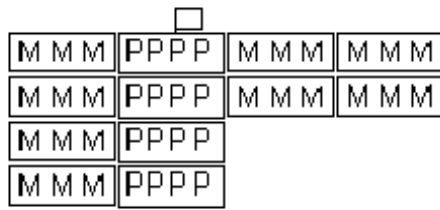
A foot unit may be deployed in one of three "legal" formations: March column, line of battle, and square.

March Column: The unit is in a column up to 60(40)mm wide, with the figures at double depth. Such a unit moves at 2X normal speed. However, it may not charge or shoot, and becomes shaken at once if a visible enemy approaches within 12(9)". It is not generally used during a wargame, unless the table is very large.

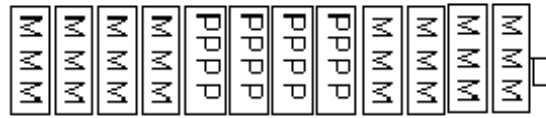
Line of Battle: The unit is formed up for battle, with its pike figures in the middle, and two equal "wings" of musketeers on either flank. The unit may be of any frontage or depth, although only two ranks of figures can strike or shoot. Furthermore, the musketeer wings may be of different depths from each other and from the central pike block (see illustration below).

Square ("Stand of Pikes"): The unit is formed up with the pikes in a square facing outward all around, with the musketeers surrounding the pikes. A square may not move, and is generally a "last ditch" defensive formation.



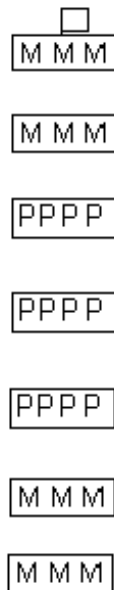


(One wing "refused")

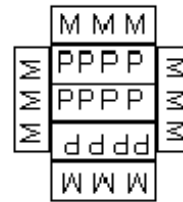


(This is not a march column, just a very narrow line of battle)

More Lines of Battle

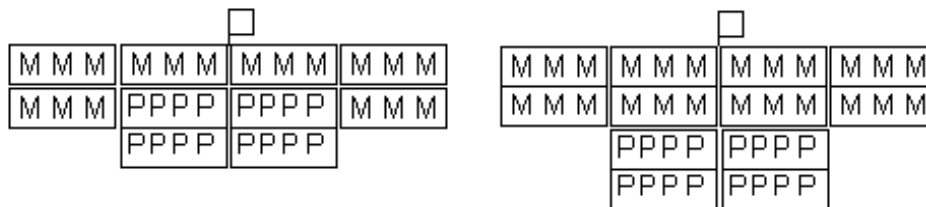


March Column



Square

The illustration below shows examples of "illegal" Dutch System formations. They are illegal because the pikemen are not in a central block with two equal musketeer wings to either side. A unit in a formation such as these would be disordered, and could only move straight forward:



"Illegal" Dutch System Formations

Mounted Formations

Mounted troops really have only one formation, line of battle. You may arrange the figures as desired, as long as they all touch, and are facing the same way.

Artillery Formations

Artillery is either limbered or unlimbered.

Hits

In the rules, hits are denoted by an "H" after a 1D6 score. 2345H 6HH, for example, means 1 hit is scored on a roll of 2-5, and two hits on a 6, with a 1 being a miss. Except for guns, each hit removes one enemy figure. When guns are hit by shooting, a second roll is made to determine the type of hit done (gun, crew, or limber) -- see shooting.

Hits Against Pike and Shot Units

When a pike or shot unit suffers hits, pro-rate the hits as closely as possible according to the proportion of pikes and muskets in the unit.

Generals and Command

All commanders are simply called "generals". A general is either a Commander-in-Chief (C/C), or a Sub-general (S/G). Each side may have one C/C, who may influence any unit on his side. An army may have any number of S/G's, who may only influence the units they are assigned at the start of the game. A unit may not be under the command of more than one S/G.

All generals have a **Command Radius** (CR) of 12(9)". Measure CR from the general figure's head to the nearest point of the target unit. CR may be traced around enemy units, but not through them. CR may be traced across impassable terrain only if that terrain does not block visibility.

If a general is attached to a unit, that unit receives a reaction test bonus. If a unit has no general in CR, it suffers a penalty. Generals may only attach and detach from units during a movement phase (normal movement or rout/pursuit movement). When attached, a general's CR drops to 0". A general may not be attached to more than one unit at a time.

Generals have no shooting or combat ability. If a general is touching or within 4(3)" of a unit that suffers two or more hits in a given phase, roll a die at once: On a "1" the general is disabled and removed from play.

Visibility

In open ground, visibility is basically unlimited. Close-order units and unlimbered guns block sighting (we assume there is enough musket smoke drifting around to justify this, even for guns). Troops on higher contours can see over blocking units. There must be a 2(1.5)" gap to see between units. Woods and buildings are two contours high. Fieldworks also block sighting -- they are only one contour high, however. In some games, you may declare that areas of standing crops, vineyards, etc. also block sighting.

Steadiness and Order

A unit is either "steady" or "unsteady". Unsteady units suffer various penalties. To be steady, a unit must meet these rules:

- 1) It must not be disordered
- 2) It must be in close order
- 3) It must be in good morale
- 4) It must not be exhausted (at or below 1/2 losses)

Grade E troops, skirmishers, mounted dragoons, and skirmishers are never steady.

Disorder

A unit may become disordered under various circumstances:

- 1) Due to terrain effects
- 2) Due to maneuver
- 3) Upon rallying from rout or pursuit
- 4) After one round of combat with enemy units totaling at least half its strength.

Exhausted Units

When a unit has half or more of its figures, it is exhausted. An exhausted unit suffers penalties to morale and combat. An exhausted unit may charge, but has a small chance of charging successfully. It is possible for a unit to be both shaken and exhausted at the same time, but it does not suffer double penalties for this.

Recovering from Shaken or Disordered Status

To recover from shaken and/or disordered status, a unit must stand for a full move (not counting the free about face when rallying from rout or pursuit). It may not move, shoot, or be in combat.

If the unit is exhausted, it may never recover from shaken status.

Morale States

Morale states (highest to lowest) are **good**, **shaken**, and **routed**.

A unit in good morale carries on normally.

A shaken unit may not charge, and suffers penalties to all its actions.

A routed unit turns and runs from the game -- see moving routing and pursuing units.

Turn Sequence

Follow the sequence below each turn. Note that initial rout moves, initial pursuit moves, and recoil moves, are done at the end of the test when they occur.

- 1) **Initiative:** Each side rolls for initiative. The high-scoring side chooses to be Side A or Side B that turn. Both sides move unrallied routing and pursuing units a full rout or pursuit move. Both sides then test to see if off-table units return, and place them on the table edge if they return successfully.
- 2) **Movement:** Side A announces charges and makes charge moves. Side B announces counter-charges when eligible, and make counter-charges simultaneously with charge moves. Side B also makes any evade moves in response to charges. Side A then makes all other moves. Side B then announces charges, with Side B responding, then makes normal moves. Foot units on both sides make panic tests vs. cavalry charges if necessary.
- 3) **Shooting:** Both sides do all shooting (effects are simultaneous). Units on both sides then test to charge or countercharge to contact. Other units test vs. shooting hits if necessary.
- 4) **Combat:** Both sides do one round of combat (effects are simultaneous). Losing units test reaction. Both sides then test reaction vs. friends who routed this turn, then test to rally eligible routers and pursuers.

Initiative

To roll initiative, each side rolls 1D6 (re-roll ties). The high-scoring side chooses to be Side A or Side B that turn. Roll for initiative each turn.

Movement

Moving Routing Units

When a unit routs, it turns directly away from the cause of the rout. Its initial rout move is half a full rout move long, and happens at once. This move must be in a straight line. If the unit encounters friends overlapping its frontage, it does a burst-through against them. If it encounters enemy units, it surrenders at once and is removed from play. Note that squares and units in hard cover or buildings never suffer burst-throughs.

Continued rout moves take place in phase 1 of each turn, and are a full rout move long. The unit must swerve each turn up to 45 degrees, until it is facing back toward its on baseline. It may also swerve 45 degrees to avoid enemy units, but must bear as close as possible back to its baseline. During continued rout moves, the unit "flows around" friendly units which have at least a 1" gap to either side. In other cases, it does a burst-through against them.

When a friend suffers a burst-thru, it becomes disordered.

A routing unit may flow around impassable terrain if the terrain has a 1" gap overlapping the router's frontage; otherwise, it disperses and is removed from play.

Moving Pursuing Units

A pursuer follows the target of its pursuit until the target is dispersed or enters terrain impassable to the pursuer. The pursuer also stops if it crashes into a fresh enemy or into impassable terrain.

If a unit routs several enemy units on the same turn, it pursues the one with whom it had the most figures in contact; if there is a tie, it may choose which to follow.

If the pursuer cannot rally before its target leaves the table, the pursuer also leaves the table. It must then wait three turns before it can continue testing to rally. If it rallies, then it re-appears on the table edge where it left. It is in good order. It can move, but not charge, that turn. It can countercharge in its own defense.

If a router flows around friends, the pursuer also flows around the encountered unit. If a router bursts thru friends, the pursuer then crashes into the new friend and fights a combat. Both units are disordered, and therefore without impetus. Neither unit may shoot. The target must test vs. panic, etc. as if in a normal charge situation.

Charging

In order to contact the enemy (voluntarily) and engage in combat, a unit must charge.

In order to declare a charge, the target of the charge must be visible when the charge is declared, and must be reachable in a single charge move.

Restrictions on Charging: Certain units are forbidden from charging:

- 1) Infantry may not charge mounted troops.
- 2) Gunners may not charge.
- 3) Skirmishers may not charge close-order troops.
- 4) Shaken units may not charge (but exhausted troops may still charge).

Maneuvering During a Charge Move: When a unit performs a charge move, it may wheel up to 45 degrees during its charge at no penalty. If it wheels farther than this, it becomes disordered and loses its impetus. A

charging unit may change frontage at the start of its charge move, but may not perform other maneuvers such as sidestepping or making oblique moves.

Impetus

Impetus is a combat bonus given to units which charge "at speed" straight into the enemy. A unit with impetus gets a bonus to its combat points.

Impetus Distance: Foot units must charge their final 2(1.5)" to contact in a straight line to have impetus. Mounted units must charge their final 4(3)" to contact in a straight line to have impetus.

A unit may claim straight-ahead movement from the end of its previous move toward impetus in the current turn, if it just kept moving straight ahead the whole time.

Restrictions on Impetus: Certain units do not have impetus when they charge:

- 1) Exhausted or disordered units.
- 2) Mounted dragoons.
- 3) Mounted troops or "naked" foot charging steady pike-supported or heavy-armed foot frontally.
- 4) Troops charging at or into or across disordering terrain lose impetus.

Counter-Charging

A countercharge is a charge made to meet an enemy charge. It is made as a simultaneous move, as soon as the target unit is aware of the enemy charge.

Only true cavalry and heavy-armed foot units may countercharge. Heavy-armed foot may only countercharge in their own defense. Steady cavalry may countercharge in support of a friend.

All the rules and restrictions of charging and impetus apply to countercharging. Foot, for example, cannot countercharge cavalry, because they could not do a normal charge against cavalry.

Evading

Skirmishers and gunners may evade a charge. Make the evade move after the enemy charges to contact. The enemy may then halt at that point if it has moved less than a full normal move, or continue its charge in a straight line into the next target in line. If it halts after making more than a full normal move, the charger is disordered.

The evade move must be made away from the charge, at an angle of up to 45 degrees to either side of the line of the charge.

The evading unit must move at least half a normal move, but may then halt if the enemy can no longer reach it.

Interpenetration

Interpenetration is when one unit moves through another.

Unlimbered guns and skirmishers are not obstacles to interpenetration, and may be passed through freely.

In other cases, one unit must stand still while the other moves through at half speed.

Open and Protected Flanks

A unit's flank is open unless it has a friend (non-routing) within 4(3)" of its flank, or the flank is within 4(3)" of terrain which would disorder an enemy unit (or is plain impassable). Flanks that are not open are protected. A friendly unit within to the rear can protect only one flank of a given unit, but not both. Artillery can protect a unit's flank, as can skirmishers, shaken units, and exhausted units.

Maneuvers and Formation Changes

Maneuver and Formation Change Chart

Type of maneuver	Steady Grade A-C Troops	Other Troops
Wheeling forward about one Flank	Full speed. Note that one wing of a pike and shot unit may wheel on its own, as long as it still touches the central pike block.	Half speed
Changing Frontage	1(3/4)" per figure of frontage changed for infantry, 2(1.5)" per figure of frontage changed for mounted troops. For example, it would cost 4(3)" for a foot unit 12 figures wide X 3 deep to narrow itself to become 8 figures wide X 4 deep.	2(1.5)" per figure of frontage changed for infantry, 4(3)" per figure of frontage changed for mounted troops.
Changing Formation or About Face	This costs 1 full move. Except for forming square, the unit becomes shaken if it changes formation or does an about face within 6(4.5)" of a non-routing enemy unit.	This costs 2 full moves. Except for forming square, the unit becomes shaken if it changes formation or does an about face within 6(4.5)" of a non-routing enemy unit. The unit is shaken while in the midst of its formation change; place the unit in the new formation at once, however.
Retiring	Straight backward at half speed. One wing of a pike a pike and shot unit may also wheel backward at half speed.	Straight backward at 1/4 speed. One wing of a pike a pike and shot unit may also wheel backward at 1/4 speed. The unit becomes disordered if it retires.
Sidestepping	Straight sideways at 1/4 speed.	Straight sideways at 1/4 speed. The unit becomes disordered if it sidesteps.
Oblique Movement (45 degree angle facing straight forward)	Obliquely forward at 1/4 speed.	Obliquely forward at 1/4 speed. The unit becomes disordered if it does any oblique movement.
Mounting and Dismounting Dragoons	It costs dragoons 1/2 turn to dismount, and a full turn to mount up again. 1/10 (rounded down to a 1-figure minimum) of the figures must be used a horse-holders. The horses must be represented somehow on the table. They may not move. If an enemy unit touches them, they are dispersed and removed from play at once.	
Unlimbering Guns	It costs 1/2 move to unlimber a light gun, and a full move to unlimber a field or heavy gun. Once the guns are unlimbered, remove the (civilian) limber models from pay. An unlimbered gun may not limber up again.	

Skirmish Movement

Skirmishers may move and face freely in any direction; they do not need to "maneuver". Note however that their movement is slower than might be expected (unless evading). This reflects the difficulties of command control for such units. There was no properly trained "light infantry" during this period.

Recoil Moves

A recoil move, as forced by combat or reaction results, must be straight back, except a swerve as small as possible of up 45 degrees is allowed to avoid other units. The recoiling unit remains facing forward. If a recoiling

unit cannot avoid an enemy unit, it panics and routs. A recoil move causes burst-throughs against friends if there are friends in the path of the recoil.

Movement Chart

Movement Chart (Inches)			
Unit Type	Move	Charge	Rout/Evade/Pursue
Close-order Foot	6(4.5)	8(6)	10(7.5)
Skirmishers or Gunners	4(3)	8(6)	10(7.5)
Generals	24(18)	24(18)	24(18)
Mounted Dragoons	12(9)	12(9)	24(18)
Cuirassiers	12(9)	16(12)	20(15)
Horse	12(9)	20(15)	24(18)
Light Guns (limbered/unlimbered)	8(6)/6(4.5)	NA	NA
Field Guns (limbered/unlimbered)	4(3)/2(1.5)	NA	NA
Heavy Guns (limbered)	4(3)	NA	NA
Wagons	6(4.5)	NA	NA

Heavy guns may not move if unlimbered. They may rotate in place up to 45 degrees per turn, however.

Rout, evasion, and pursuit movement does not apply to guns. In any of these situations, the gunners abandon their guns, and move like skirmishing infantry.

March Column: Units in march column move at 2X normal speed. They may not charge or shoot, and are shaken if a visible enemy comes within 12(9)" of them.

Shooting

Basic Procedure

Dice per Figure: Each unit rolls **one die per four firing figures**, rounding up a remainder of three figures.

Measure the range and arc of fire of each figure from its front middle. If part of a unit shoots, the entire unit counts as shooting. A unit may not split its fire unless some of the figures cannot hit the first target selected. The others may then shoot at another target as close as possible to the one first selected. Fire from a square or building may be directed independently by each face of the square or building.

Arc of Fire: The arc of fire is 45 degrees to either side of each figure's front center.

Ranks able to Shoot: Two ranks of foot figures may shoot. Four ranks of cavalry figures may shoot.

A unit may always shoot in its own defense vs. a charge, if eligible to fire at all, unless it is suffering a "crash-into" effect from an enemy which was pursuing some other target.

Dense targets are any close-order units in **three** or more ranks of figures with **any part of the unit**, or any close-order unit enfiladed at 22.5 degrees or less onto its flank. Guns are considered "close-order" targets.

Normal targets are all other close-order targets, including guns -- limbered or unlimbered. Thus it is possible to enfilade guns.

Timing of Fire

If the unit is stationary, it may shoot at any enemy units which passed through its "fire zone" (range and arc of fire) that turn. To shoot at an enemy which charged to contact with some other target, the enemy must have taken more than half a full move to reach its target. If the firing unit moved, it may only fire at targets still in its fire zone at the end of movement. A unit charging at the shooters may always be shot at by the target of the charge.

Priority of Fire

- 1) An enemy charging at the shooter.
- 2) If a general is within 2(1.5)", any target desired.
- 3) In other cases, the nearest target with the best chance to be hit.

Shooting Over or Through Other Units

A shooter may always shoot over enemy units on lower contour levels. To shoot over a friend, the distance from the shooter to the far edge of the friend must be half or less of the distance from the shooter to the near edge of the target. These rules also apply when shooting up contour levels.

Guns may shoot ballshot freely through enemy guns or skirmishers, hitting a rearward target instead. Other types of fire is "stopped" by skirmishers and enemy guns.

You may never shoot through a friendly unit or another part of your own unit.

Shooting Through Gaps

A number of figures may shoot through a gap equal to the width of the gap in 20(13)mm increments. For example, if there is a 90mm gap (in a 25mm scale game), then four infantry or one gun model could shoot through it. Different units may not "share" the gap in order to all shoot through it.

Artillery Danger Zones

Ballshot has a danger zone equal to the width of the firing unit. Hail shot has a danger zone equal to the unit's width plus 2(1.5)" to either side. Any friends in the danger zone must be shot at first; any dice that miss may then be rolled against the intended target.

Moving and Firing

Steady infantry may rotate one rank of figures forward or backwards and still fire; that is, the unit may advance or retire 1(3/4)" and still fire. Other units may not move and fire. Pistol-armed cavalry counts their pistols as a combat factor if they charge; they may only shoot if they stand vs. a charge.

Normally, all the guns in a battery must face in the same direction. If a general is attached, however, the guns in the battery may be wheeled to face as desired.

Shooting Table

Shooting Table (1D6 per 4 figures)

Type of Fire	Range	Normal, Dense	Skirmishers	Soft Cover	Hard Cover
Steady Close-order Musketry	6(4.5)	45H 6HH	6H	56H	6H
	12 (9)	56H	NIL	6H	NIL
Unsteady or Skirmishing Musketry	6(4.5)	56H	6H	6H	6H
	12 (9)	6H	NIL	NIL	NIL
Pistols	4 (3)	6HH	NIL	NIL	NIL
Hail Shot	Light	6(4.5)	456H		
	Field	8 (6)	456H	56H	56H
	Heavy (R1)	8 (6)	34H 56HH		6H
Ball Shot	Light	20(15)	56H	6H	6H
	Field	40(30)	56H	56H	6H
	Heavy (R1)	60(45)	56HH	56HH	56H

Hits Against Dense Targets: Ballshot does double hits against dense targets. Other hits are normal.

Hits Against Guns: Roll 1D6 for each hit done against a gun model: 1-3 = limber hit if present, else a plain miss. Two limber hits eliminates a limber model. 4-5 = gunner hit. 6= gunner hit if from small arms or hail shot, gunner + gun model lost if from ballshot.

Reloading Guns: Heavy guns must reload 1 turn (R1) between shots.

Hail Shot: A gun model should generally get only four rounds of hail shot during a game.

Fire from a Square: Figures shooting out of a square are considered "unsteady" for shooting.

Combat

Basic Procedure

Striking in Combat: To strike in combat, each unit rolls one die per four infantry or mounted dragoons, and one die per two cavalry figures eligible to strike. Round up a final remainder of three infantry or mounted dragoons. Cavalry may not round up a 1-figure remainder.

Impact and Melee: There are two types of combat, impact and melee. Impact is the first round of a combat, when one or both units involved have charged to contact. Other "continuing" rounds are melee rounds. It is possible for a unit to be fighting an impact round against one opponent, and a melee round against another. See page 9 for rules covering **impetus**.

Combat Points: The Combat Chart lists the "combat points" each unit may count against its opponent. Each player adds up the relevant combat points for his units and compares them, for opposing units. If one unit has more combat points than the other, it will have a better chance to hit when it strikes. For example, if one unit has 3 points, and its target unit has 2, then the first unit has a 1-point advantage.

Losing a Combat: If a unit as a whole suffers more hits than it inflicts, it has lost and must test reaction.

Figures Eligible to Strike

During an impact, only figures in base-to-base contact may fight. In melee rounds, a four-figure overlap to either side is also allowed. Two ranks of all types of figures may strike.

On an impact, a figure may only strike to its front. If a charger against its flank is not doing a true flank/rear charge, however, it may strike to that flank. A figure may strike all around during continuing rounds of a combat.

A unit in combat may not turn figures to face the enemy, or bring up extra figures.

Cavalry Recoil

Cavalry which fails to inflict more hits than it receives must recoil 4(3)". If two cavalry units are fighting, and each inflicts 1 hit, for example, then both must recoil. If only one side recoils, the other side must follow up if cavalry, and able to advance.

Pike-Supported, Naked, and Heavy-Armed Foot

A foot unit is "pike-supported" if at least 1/3 of its figures are pike-armed.

Infantry which is not pike-supported is "naked".

A foot unit which at least half pike-armed, is "heavy-armed". Note that all heavy-armed units are also "pike-supported". A heavy-armed unit vs. a "naked" foot unit, for example, would receive 2 combat points (1 for being heavy-armed, and 1 for pike-supported vs. naked foot).

A unit's status is set at the start of the game and remains fixed, since losses are supposed to be happening in proportion to the troop types in the unit.

Pistols in Combat

Cavalry may count their pistols in any one round of a combat, gaining one combat point for doing so. The entire unit must use its pistols -- you cannot claim to have some figures use them and not others.

Reloading: Normally, cavalry pistol fire assumes that the horsemen have time to reload after firing, the same as other small arms. In combat, however, the men would not be able to do this. Therefore, the cavalry use their pistols, the unit must stand for one turn to let the men reload before they can be used again. The unit may reload at the same time it reforms or recovers its morale.

Skirmishers and Gunners in Combat

Skirmishers and gunners fight each other normally. If they encounter close-order troops, however, they are simply overrun as part of the enemy's movement: Any figures the close-order enemy encounters during its move are simply eliminated. This sort of "overrun" does not apply if the skirmishers or gunners are in a building, fieldworks, or hard cover. In this case, they are treated as close-order troops for all purposes.

Combat Table

Combat Table

Combat Points		Point Diff.	Higher (Cav-Cav)	Lower (Cav-Cav)
Cavalry with impetus, first impact: 3	Vs. foot unit in one rank,	0	456H	456H
Others charging with impetus: 1	in the open: 1		(56H)	(56H)
Vs. enemy flank/rear: 2	Enemy is mounted dragoons: 1	1	45H 6HH	456H
Per grade above enemy (2 max): 1	In soft or hard cover: 1 or 3		(456H)	(56H)
Enemy shaken or routing: 2	Cavalry following up recoiling	2	45H 6HH	56H
Cav vs. naked foot in the open: 3	enemy unit: 1		(456H)	(6H)
Heavy-armed foot: 1	Up steep slope, on impact: 1	3	34H 56HH	56H
Cuirassiers: 1	Pistol-armed cav, on impact: 1		(45H6HH)	(6H)
Cav vs. foot in the open, per foot unit's open flank: 1	Pike-supported foot vs. naked foot: 1	4+	23H456HH	6H
			(34H56HH)	(NIL)

Reaction Tests

Morale is determined by taking reaction tests at various times during the turn. To take a reaction test, roll 1D6 for the unit, and modify it as listed for the test. If the final score is greater than 0, the unit passes. Otherwise it fails.

Reaction to Rally From Rout

To be eligible to rally from rout, the unit must have made at least one continuing rout move. The unit must not be exhausted. The unit must not have any enemy units visible within 6(4.5)". Grade E units may not rally from rout.

If the unit passes its reaction test, it halts in disorder. It may do a free about face. It is in line of battle formation.

Reaction to Rally from Rout

Grade A/B/C/D:	-2/-3/-4/-5
General with Unit/No general in CR of Unit:	+1/-1
No visible enemies within 12(9)":	+2
Pass: Unit halts, disordered. Unit may do a free about face.	
Fail: Unit keeps routing	

Reaction to Halt Pursuit

To be eligible to rally from pursuit, the unit must have made its initial pursuit move if cavalry. Infantry may test before even beginning their pursuit.

If the unit passes its reaction test, it halts in disorder. It may do a free about face. It is in line of battle formation.

Reaction to Halt Pursuit or Return to the Table

Grade A/B/C/D/E:	-1/-1/-2/-3/-4
General with Unit:	+1
Target has outdistanced the pursuers, or there is an intervening obstacle:	+2
Royalist cavalry:	-3
Other mounted troops, or any exhausted unit:	-1
Testing to return to the table:	+2
Pass: Unit halts, disordered. Unit may do a free about face.	
Fail: Unit keeps pursuing	

Panic Vs. Cavalry Charge

Infantry units must test to see if they panic and run when charged by cavalry. Generally, this is only a risk if the unit is naked, or has open flanks. Take the test after the cavalry unit has moved to contact.

The enemy cavalry must be at least 1/4 the size of the foot unit, to trigger this test.

Foot Unit Panic Vs. Cavalry Charge

Grade A/B/C/D/E:	+2/+1/+0/-1/-2
General with Unit/No general in CR of Unit:	+1/-1
Enemy cavalry has no impetus at time of contact:	+2
Foot unit is naked:	-3
Foot unit, per open flank:	-1
Shaken and/or exhausted:	-2
Pass: Unit carries on in current state.	
Fail: Unit routs at once.	

Reaction to Charge or Countercharge to Contact

In a charge-countercharge situation, the counter-charging unit tests first. The charging unit then tests. If the counter-charging unit failed its test, this will affect the charger's test.

Charge/Countercharge to Contact	
Grade A/B/C/D/E:	+2/+1/+0/-1/-2
General with Unit/No general in CR of Unit:	+1/-1
Vs. enemy flank/rear and/or vs. shaken or routing target:	+4
Royalist cavalry:	+2
Each 2 hits suffered this turn:	-1
Exhausted:	-2
Mounted troops charging steady pike-supported or heavy-armed foot frontally:	-3
Mounted troops charging into/across disordering terrain or obstacle:	-2
Pass: Unit charges to contact	
Fail: Unit recoils half the distance it charged, shaken. If already shaken, remain shaken.	

Reaction to Stand Vs. Successful Charge (if stationary or evading)

Take this test after shooting, for units which did not countercharge when charged.

Stand vs. Successful Charge	
Grade A/B/C/D/E:	+2/+1/+0/-1/-2
General with Unit/No general in CR of Unit:	+1/-1
Each two shooting hits this phase:	-1
In square or hard cover:	+2
Shaken and/or exhausted:	-2
Charged on flank/rear:	-2
Surprised:	-2
Pass: Unit carries on in current state	
Fail: Unit routs at once	

Reaction vs. Shooting Hits

Take this test if a unit which was not involved in a charge situation suffered any shooting hits this turn.

Reaction vs. Shooting Hits	
Grade A/B/C/D/E:	+2/+1/+0/-1/-2
General with Unit/No general in CR of Unit:	+1/-1
Each two shooting hits this phase:	-1
Shot at from flank/rear:	-1
Shaken and/or exhausted:	-1
Hit by heavy artillery:	-1
In square or hard cover:	+1
Pass: Unit carries on in current state	
Fail: Unit drops one morale state	

Reaction Vs. Losing a Combat

Take this test if a unit in a combat suffered more hits than it inflicted.

Reaction vs. Losing a Combat	
Grade A/B/C/D/E:	+1/+0/-1/-2/-3
General with Unit/No general in CR of Unit:	+1/-1
Outnumber enemy 2:1 / Outnumbered 2:1 (or more):	+1/-1
Naked foot fighting cavalry in the open:	-2
Shaken and/or exhausted:	-2
Each 2 hits this round:	-1
Each successive round lost:	-1
Pass: Unit carries on in current state, recoiling 2(1.5)" if not in square.	
Fail: Unit routs at once	

Reaction Vs. Friend Routing within 12(9)"

Take this test if a visible friend routed within 12(9)" this turn. Note that this test may trigger a "chain reaction" if it causes fresh units to rout. However, once a unit has taken this test, it need not take it again in the same turn, even if fresh units rout. The player concerned may take the test(s) in any desired order of units (generally you want to test with your best units first).

Units may ignore routs by gunners and skirmishers. Grade A troops may ignore routs by Grade D-E troops.

Reaction vs. Routing Friend in 12(9)"	
Grade A/B/C/D/E:	+2/+1/+0/-1/-2
General with Unit/No general in CR of Unit:	+1/-1
Each routing friend visible in 12(9)":	-1
Shaken and/or exhausted:	-1
In square or hard cover:	+1
Pass: Unit carries on in current state	
Fail: Unit drops one morale state and recoils 4(3)"	

Terrain Effects

The terrain types listed below are intended as general guidelines, and cover most of the terrain found in a wargame type battle. Any of these rules can be freely changed for a particular scenario.

Woods

Woods may be either light or heavy. If not already determined, roll the first time a unit tries to enter: On a 5-6, the woods are heavy. A unit inside a wood is visible from outside at a range of 8" or less, unless it reveals itself by shooting. A revealed unit is visible as if in the open until it retreats back into the woods. The unit must be within 1" of the edge to be seen from outside. A unit more than 1" inside a woods may not see out. Woods are disordering terrain which block impetus. Any unit entering or charging the edge of a woods becomes disordered upon contact with the edge of the woods. Woods give soft cover vs. shooting, but none in combat.

Light Woods: Skirmishers move through light woods at full speed. Routing and pursuing infantry also move at full speed. All other troops move at half speed, and guns must be prolonged.

Heavy Woods: Skirmishers move through heavy woods at half speed. Routing and pursuing infantry also move at half speed. Other infantry move through at 1/4 speed. Cavalry and guns may not enter or charge at heavy woods -- this is impassable terrain to them. If forced into heavy woods, they are disperse and eliminated from play as if they had routed off the table. Visibility and shooting range in heavy woods is 2".

Rough Ground

This is an area of heavy brush, rocks, scattered trees and stumps, etc. Any unit moving more than half speed in rough ground becomes disordered. Rough ground blocks impetus. Visibility and shooting is normal in rough ground, except that ballshot treats it like soft cover.

Hills

Hills may be either gentle or steep. Some may be gentle on one side, but steep on the other. Some may be declared impassable to certain types of troops. Hills have one or more crestlines running along them.

Gentle hill slopes have no effects other than to block sighting past their crestlines.

Steep hill slopes cut movement up or across them by half. In addition, cavalry and guns move downslope at half speed. Steep slopes also block charge impetus up or across them, and block it downslope for cavalry as well. A unit up or across a steep slope from cavalry is not "in the open".

Peeking over Crestlines: A unit within 2(1.5)" of a crestline is assumed to send officers forward to look over the edge. This allows the unit to "peek over" the crest, and launch charges. Such a unit is itself visible as a charge target(because we assume the officers themselves are seen by the enemy); however, it may not be shot at.

Fences, Walls, and Hedgerows

Fences and low walls are obstacles which block impetus. Those which are about waist high cost a unit 2(1.5)" per rank of figures to cross (that is, a column 3 ranks deep takes an extra 6(4.5)" to cross), and give no cover in shooting or combat.

High walls, which are chest high or higher cost a unit 2(1.5)" per rank to cross, and are impassable to cavalry or guns. They give soft cover vs. shooting or combat.

A unit divided by a wall or fence is disordered. A unit charging at a wall or fence is not disordered, but loses impetus.

True hedgerows are impassable unless broken down, which costs a unit 2 full turns to clear its frontage. It then counts as a low wall. Hedgerows block sighting. Troops may take 1 turn to "loophole" them so they can shoot through. Hedgerows give soft cover.

Streams

Some streams may have steep banks that impose extra movement penalties. In general, however, all troops cross streams at half speed (1" extra cost minimum), and lose impetus if charging. A unit divided by a stream is disordered.

Rivers

Rivers are usually impassable, except at fords or bridges. Treat a ford like a stream in all respects. Units must cross bridges in columns up to 60(40)mm wide. The unit crosses at half speed, and is disordered while any part of it is on the bridge. Bridges do not prevent charges, but charging units lose impetus.

Buildings

Built-up areas are represented by "town blocks", usually a piece of felt with a house model placed on it. Only infantry may enter or attack a town block. Guns may start the game in a town block if the scenario allows, but may not leave it or move to another spot. At the start of the game, give each town block a maximum garrison size in figures, and decide the cover protection it will give vs. shooting and in combat. Town blocks are two hill contours high. Troops inside are visible the same as if in a woods. However, once it has been determined that the block is garrisoned, all troops inside are eligible targets; take hits proportionally between pikemen and musketeers inside.

Figures inside the block do not need to face any particular direction, and never have flanks or rear. They may shoot and fight in any direction, with some restrictions: Figures equal to half the garrison size may shoot out any side of the block. The entire garrison may fight to defend the block, but the figures must be allocated to specific enemy units attacking the block. A town block is disordering terrain. It costs nothing to enter a town block, but a full move to emerge, and the unit is disordered.

Troops equal to the garrison size may attack each face of the town block. All the figures in a unit charging the block may fight regardless of depth or overlap. We assume that the block really represents a group of smaller buildings, and that the attackers and defenders are really broken into small semi-skirmish combats.

Fieldworks

Fieldworks are divided into light and heavy works. All fieldworks are impassable to cavalry and guns, and block impetus.

Light works provide soft cover vs. shooting and combat. They usually cost 2(1.5)" to cross, and disorder units that cross them. They block sighting past them for troops on the same level, but have no effect for troops on a higher contour level.

Heavy works take 4(3)" per rank to cross, and disorder units that cross them. They provide hard cover vs. shooting and combat. They are one contour high.

Optional Rules

The Swedish Maneuver System

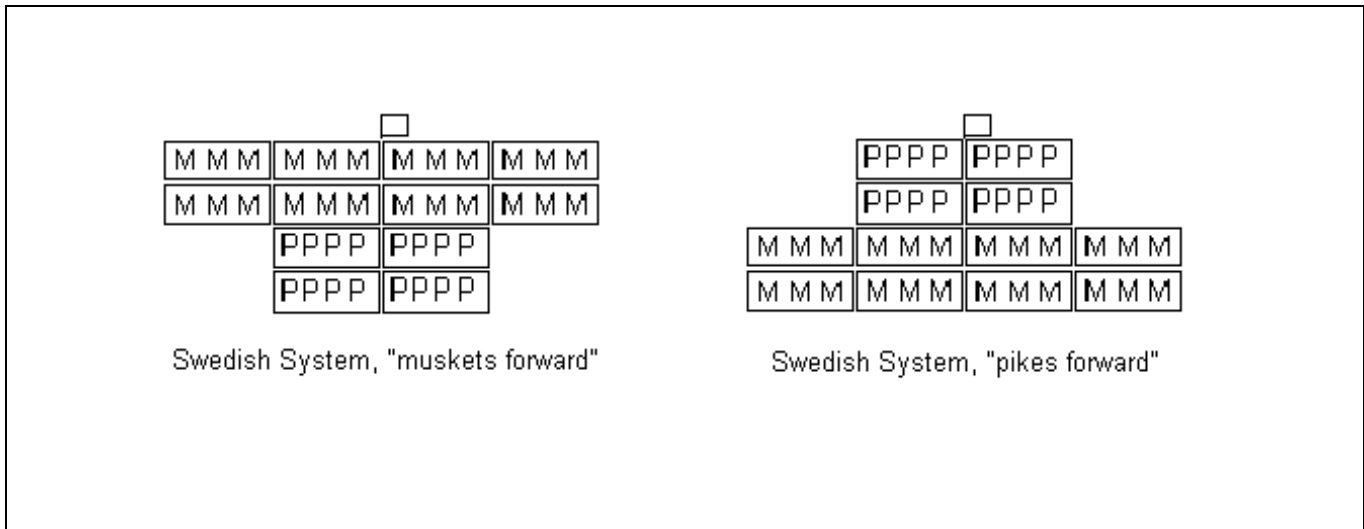
The basic rules state that foot units use the "Dutch" maneuver system, as this was the most common during the English Civil War. A more flexible, but more difficult to learn, maneuver system also existed, the "Swedish" System. A Swedish System regiment has two basic forms of "line of battle": "Muskets forward" and "pikes forward".

The illustration below lists what a Swedish System unit looks like in line of battle.

It takes 4(3)" of movement for the regiment to change formation. This includes going into or out of square. In addition, the "pinning distance" for a formation change is 4(3)", not 6(4.5)". If the unit is charged from 4(3)" or more away, it may change from muskets forward to pikes forward (just place the musketeers behind the pikes), or from either formation into square.

If the unit is in muskets forward, it may shoot normally, but takes up less frontage per regiment. If it must fight in this formation, it counts as "naked" foot.

If the unit is in pikes forward formation, only the unblocked musketeers may shoot. The unit fights as if heavy-armed, however.



Firelocks

If a unit is armed with firelocks, which are somewhat more efficient firearms, roll one die per three figures when it shoots, instead of one die per four figures, and round up a final remainder of two figures.

Forlorn Hopes

A forlorn hope is a small body of musketeers "drawn out" from the files of its parent regiment. Its job is to advance ahead of the regiment and draw the enemy's fire. It is **not** a "skirmish screen".

Up to six figures may be formed into a forlorn hope at the start of the game, from each regiment. They must be placed 2(1.5)" ahead of the regiment, in close order, 2 ranks deep. They then advance ahead of the regiment.

When the enemy shoots at the forlorn hope, the forlorn hope takes normal losses; however, the parent unit takes no morale tests for these hits. The forlorn hope may remain where it is until wiped out, or be drawn back to the parent unit at no cost, during the movement phase. The forlorn hope has the same morale state as its parent.

Volley Fire

To use volley fire, each file of musketeers must "double-up", causing the last three or four men in the file to move up next to the first half of the file. They thus occupy the "lanes" normally left between files for rotation fire. A unit in this formation is said to be in "volley posture".

It takes half a turn to move into or out of volley posture. This does not count as a formation change. Do not change the frontage of the musketeers in the unit when in volley posture, but mark the unit in some manner.

A unit in volley posture becomes shaken if it performs any move than to move or charge straight forward. Volley posture is not a standard formation, and the men would not be trained to maneuver when out of their normal "places of dignity" in each file.

When a unit in volley posture fires, roll twice the normal dice for shooting. The unit is then unloaded, and must spend a turn reloading before it can shoot again.

Scottish Lancers

If Scottish lance-armed cavalry is used in a game, give these troops 1 combat point on an impact, if they are moving forward at the time of impact -- whether they have impetus or not.

Highlanders

Highlander units may be either "shock" units armed with various hand weapons -- but not pikes, or archer units.

Highlanders should be mounted on a 20(13)mm frontage per figure.

Highlanders move 6(4.5)" per turn, charge 12(9)", and rout or pursue at 12(9)" per turn. Highlanders always maneuver as if unsteady (wheel at half speed, etc.).

Highland shock units fight enemy foot as if "heavy-armed", but are treated as "naked" for morale and combat purposes if encountering enemy cavalry. Highland archer units are always treated as if "naked" foot.

Highlanders may move through rough ground (but not woods) as if it were open ground.

Highlanders are by no means supermen, and most highlander bands should be Grade C, or even D if fighting outside their home clan areas. They are quite vulnerable to cavalry if caught in the open, and so are best used as they were historically -- in the highlands.

Cost Chart

The chart below can be used when purchasing units during campaigns, or to achieve (more or less) balanced forces in a one-off battle. Note that musketeers and pikemen cost the same.

Infantry and Artillery		Cavalry and Generals	
Grade A:	8	Grade A:	16
Grade B:	6	Grade B:	12
Grade C:	4	Grade C:	8
Grade D:	3	Grade D:	6
Grade E:	2	Grade E:	4
If Dragoon:	+2	If cuirassier:	+4
If Gunner:	+2	If lancer:	+2
Can use Swedish System:	+1	Commander-in-Chief:	100
		Sub-General:	50
Light gun:	40		
Field gun:	70		
Heavy gun:	100		
Limber or wagon:	10		

Playsheets

Turn Sequence

- 1) **Initiative:** Initiative, move routers/pursuers, see if off-table units return.
- 2) **Movement:** Side A does charges, then normal moves. Side B does charges, then normal moves. Foot take panic tests.
- 3) **Shooting:** Both shoot. Test to complete charges or vs. shooting hits.
- 4) **Combat:** Fight combats, test morale, test to halt pursuit and vs. routing friends.

Maneuver and Formation Change Chart

Type of maneuver	Steady Grade A-C Troops	Other Troops
Wheel	Full speed..	Half speed
Changing Frontage	1(3/4)" per figure of frontage changed for infantry, 2(1.5)" per figure of frontage changed for mounted troops.	2(1.5)" per figure of frontage changed for infantry, 4(3)" per figure of frontage changed for mounted troops.
Changing Formation or About Face	This costs 1 full move. Except for forming square, the unit becomes shaken if it changes formation or does an about face within 6(4.5)" of a non-routing enemy unit.	This costs 2 full moves. Except for forming square, the unit becomes shaken if it changes formation or does an about face within 6(4.5)" of a non-routing enemy unit. The unit is shaken while in the midst of its formation change; place the unit in the new formation at once, however.
Retiring	Straight backward at half speed. One wing of a pike a pike and shot unit may also wheel backward at half speed.	Straight backward at 1/4 speed. One wing of a pike a pike and shot unit may also wheel backward at 1/4 speed. The unit becomes disordered if it retires.
Sidestepping	Straight sideways at 1/4 speed.	Straight sideways at 1/4 speed. The unit becomes disordered if it sidesteps.
Oblique Movement (45 degree angle facing straight forward)	Obliquely forward at 1/4 speed.	Obliquely forward at 1/4 speed. The unit becomes disordered if it does any oblique movement.
Mounting and Dismounting Dragoons	It costs dragoons 1/2 turn to dismount, and a full turn to mount up again. 1/10 (rounded down to a 1-figure minimum) of the figures must be used a horse-holders. The horses must be represented somehow on the table. They may not move. If an enemy unit touches them, they are dispersed and removed from play at once.	
Unlimbering Guns	It costs 1/2 move to unlimber a light gun, and a full move to unlimber a field or heavy gun. Once the guns are unlimbered, remove the (civilian) limber models from play. An unlimbered gun may not limber up again.	

Movement Chart (Inches)

Unit Type	Move	Charge	Rout/Evade/Pursue
Close-order Foot	6(4.5)	8(6)	10(7.5)
Skirmishers or Gunners	4(3)	8(6)	10(7.5)
Generals	24(18)	24(18)	24(18)
Mounted Dragoons	12(9)	12(9)	24(18)
Cuirassiers	12(9)	16(12)	20(15)
Horse	12(9)	20(15)	24(18)
Light Guns (limbered/unlimbered)	8(6)/6(4.5)	NA	NA
Field Guns (limbered/unlimbered)	4(3)/2(1.5)	NA	NA
Heavy Guns (limbered)	4(3)	NA	NA
Wagons	6(4.5)	NA	NA

Shooting Table (1 D6 per 4 figures or per gun, round up 3-figure remainder)

Type of Fire	Range	Normal, Dense	Skirmishers	Soft Cover	Hard Cover	
Steady Close-order Musketry	6 (4.5) 12 (9)	45H 6HH 56H	6H NIL	56H 6H	6H NIL	
Unsteady or Skirmishing Musketry	6 (4.5) 12 (9)	56H 6H	6H NIL	6H NIL	6H NIL	
All Mounted Fire	4 (3)	6HH	NIL	NIL	NIL	
Hail Shot	Light Field Heavy (R1)	6(4.5) 8 (6) 8 (6)	456H 456H 34H 56HH	56H 56H	6H 6H	
	Ball Shot	Light Field Heavy (R1)	20 (15) 40 (30) 60 (45)	56H 56H 56HH	6H 56H 56HH	6H 6H 56H

Combat Table (1 die per 4 foot or dragoons, or 1 D6 per 2 cavalry. Round up 3-figure remainder)

Combat Points			Point Diff.	Higher (Cav-Cav)	Lower (Cav-Cav)	
Cavalry with impetus, first impact:	3	Vs. foot unit in one rank, in the open:	0	456H (56H)	456H (56H)	
Others charging with impetus:	1					
Vs. enemy flank/rear:	2	Enemy is mounted dragoons:	1	45H 6HH (456H)	456H (56H)	
Per grade above enemy (2 max):	1	In soft or hard cover:	1 or 3			
Enemy shaken or routing:	2	Cavalry following up recoiling enemy unit:	1	45H 6HH (456H)	56H (6H)	
Cav vs. naked foot in the open:	3					
Heavy-armed foot:	1	Up steep slope, on impact:	1	34H 56HH (45H6HH)	56H (6H)	
Cuirassiers:	1	Pistol-armed cav, on impact:	1			
Cav vs. foot in the open, per foot unit's open flank:	1	Pike-supported foot vs. naked foot:	1	4+	23H456HH (34H56HH)	6H (NIL)

Rally from Rout		Halt Pursuit or Return to the Table	
Grade A/B/C/D:	-2/-3/-4/-5	Grade A/B/C/D/E:	-1/-1/-2/-3/-4
General with Unit/No general in CR of Unit:	+1/-1	General with Unit:	+1
No visible enemies within 12(9)":	+2	Outdistanced, or obstacle:	+2
		Royalist cavalry:	-3
		Other mounted troops, or any exhausted unit:	-1
		Testing to return to the table:	+2
Pass: Unit halts, disordered. Unit may do a free about face.		Pass: Unit halts, disordered. Unit may do a free about face.	
Fail: Unit keeps routing		Fail: Unit keeps pursuing	

Foot Unit Panic Vs. Cavalry Charge		Charge/Countercharge to Contact	
Grade A/B/C/D/E:	+2/+1/+0/-1/-2	Grade A/B/C/D/E:	+2/+1/+0/-1/-2
General with Unit/No general in CR of Unit:	+1/-1	General with Unit/No general in CR of Unit:	+1/-1
Enemy cavalry has no impetus at time of contact:	+2	Vs. enemy flank/rear and/or vs. shaken or routing target:	+4
Foot unit is naked:	-3	Royalist cavalry:	+2
Foot unit, per open flank:	-1	Each 2 hits suffered this turn:	-1
Shaken and/or exhausted:	-2	Exhausted:	-2
		Mtd chg'g stdy pike-supp foot frontally:	-3
		Mtd vs. obstacle/bad ground::	-2
Pass: Unit carries on in current state.		Pass: Unit charges to contact	
Fail: Unit routs at once.		Fail: Unit recoils 1/2, shaken.	

Stand vs. Successful Charge		Reaction vs. Shooting Hits	
Grade A/B/C/D/E:	+2/+1/+0/-1/-2	Grade A/B/C/D/E:	+2/+1/+0/-1/-2
General with Unit/No general in CR of Unit:	+1/-1	General with Unit/No general in CR of Unit:	+1/-1
Each two shooting hits this phase:	-1	Each two shooting hits this phase:	-1
In square or hard cover:	+2	Shot at from flank/rear:	-1
Shaken and/or exhausted:	-2	Shaken and/or exhausted:	-1
Charged on flank/rear:	-2	Hit by heavy artillery:	-1
Surprised:	-2	In square or hard cover:	+1
Pass: Unit carries on in current state		Pass: Unit carries on in current state	
Fail: Unit routs at once		Fail: Unit drops one morale state	

Reaction vs. Losing a Combat		Reaction vs. Routing Friend in 12(9)"	
Grade A/B/C/D/E:	+1/+0/-1/-2/-3	Grade A/B/C/D/E:	+2/+1/+0/-1/-2
General with Unit/No general in CR of Unit:	+1/-1	General with Unit/No general in CR of Unit:	+1/-1
Outnumber enemy 2:1 / Outnumbered 2:1 (or more):	+1/-1	Each routing friend visible in 12(9)":	-1
Naked foot fighting cavalry in the open:	-2	Shaken and/or exhausted:	-1
Shaken and/or exhausted:	-2	In square or hard cover:	+1
Each 2 hits this round:	-1		
Each successive round lost:	-1		
Pass: Unit carries on, recoiling 2(1.5)" if not in square.		Pass: Unit carries on in current state	
Fail: Unit routs at once		Fail: Unit drops one morale state and recoils 4(3)"	