

# **D.B.A. Style Rules For European and Colonial 18<sup>th</sup> Century Warfare (6mm)**

<b>CONTENTS</b>	<b>Page</b>
<b>Element Depths and Figure Representation</b>	2
<b>Nominal Figure/Troop Scale</b>	2
<b>Assumptions and Principles behind the Rules</b>	3
<b>The Commander/General Elements</b>	3
<b>Sequence of Play</b>	4
<b>Command Structure and PIP Allocation</b>	5
<b>Single Element or Group Movement and PIP Costs</b>	6
<b>Movement Rates</b>	7
<b>Basic Combat and Shot-at Factors</b>	8
<b>Shooting Factors Modified For Range</b>	9
<b>Modifiers and Adjustments</b> <i>Supporting Fire / Gradings / Charge Impetus / Fanatical Warriors in "Uncontrolled Advance"</i>	10
<b>Additional Shooting Factors/Additional Shot-at Factors</b>	11
<b>Additional Hand-to-Hand Combat</b>	12
<b>Definitions and Explanations - Moving</b> <i>Interpenetration (unhindered &amp; ordered) / Retire / Multiple Combat</i>	13
<b>Definitions and Explanations - Morale and Post Combat</b> <i>Recoil / Flee / Break / Permanent Break / Destroyed / Rout / Rally / Steadied / Pursuit / Beaten Commands / Defeated Army</i>	14
<b>Combat/Shooting Outcomes</b> (If outcome is less than opponent but more than half)	15
<b>Combat/Shooting Outcomes</b> (If outcome is half or less than half opponent's )	16
<b>Death of Commanders &amp; Generals</b>	17
<b>Recovering Beaten Commands</b>	17
<b>Terrain Features / Hidden Movement</b>	18
<b>Appendices and Diagrams</b>	19

## ELEMENT DEPTHS and FIGURE REPRESENTATION

Unlike DBA/M/R these rules are not based on EXACT time/space scales but are more stylistic and representational. The elements are therefore more like "diorama playing pieces". Figure mounting should be as attractive as possible yet also fairly standardised to give sufficient visual clues as to their troop type.

	<b>Depth</b>	<b>No. of Figs/Models</b>
TRIBESMEN	20mm or 15mm	6 to 8
WARRIORS	15mm or 10mm <i>(Can be double based)</i>	6 to 8 12 on a double
LINE INFANTRY	10mm	6 plus officers/musicians
SCOUTS	10mm or 15mm	3 or 4 <i>(bigger is for Natives)</i>
CUIRASSIERS	20mm	5 or 6
DRAGOONS / other CAVALRY	20mm	5
HUSSARS / Lt. HORSE	20mm	4
ARTILLERY (less than 24 pdr.)	30mm	2 models & maximum 5 and minimum 3 crew per gun.
ARTILLERY (24 pdr or bigger)	30mm	1 or 2 models & maximum 6 and minimum 5 crew per gun.
Limbered ARTILLERY (Horse or foot) & mobile baggage	60mm	1 gun plus limber or wagon team and crew.
NON-COMBATANT COMMANDERS	20mm	Min. of 3 and max. of 4 figures, at least 1 of which must be mounted.
ARMY C-in-C	30mm	Minimum 3 and maximum 5 figures at least 2 of which must be mounted and must also have Standard/Flag Bearer.

### NOMINAL FIGURE/TROOP SCALE

Tribesmen/Warriors	1 element = 500 ⇔ 600 men
Line Infantry	1 element = 1 Battalion or 800 ⇔ 1,000 men
Scouts (European)	2 elements = 1 Battalion or @ 300 ⇔ 400 men
Scouts (Native/Colonial)	1 element = 200 ⇔ 300 men
Dragoons	1 element = 1 Regiment or 5 squadrons
Cuirassiers	1 element = 1 Regiment or 5/6 squadrons
Hussars	1 element = 5 Squadrons
Artillery	1 element = 1 Battery or 12/16 guns

## ASSUMPTIONS AND PRINCIPLES BEHIND THE RULES

The warfare of this period is characterized by the limitations of the weaponry and the strict requirement for order and discipline this created. In short the main features are formal and rigid rules for formation and manoeuvre and the ability of commanders to keep their forces following these rules for as long as possible.

Experienced gamers will therefore note that the opening game is longer than normal because deployment and positioning are difficult and slow to accomplish. The middle game is correspondingly brief with combat and shooting creating clear results very quickly. Since broken troops are not immediately out of the game and the rules for steadying and rallying are extensive and comprehensive, the end game is significantly more important than for rules covering other periods.

Under these rules, the importance of remembering that battles have a campaign context is therefore vital since total destruction of the enemy and post battle pursuit were not a feature of 18th Century wars. Gamers will therefore need to forget many preconceptions and recognise that the successful 18th Century general is one who understands the constraints in deployment and manoeuvre yet none-the-less is able to execute his tactical aims. He does this by sustaining a maintenance of the aim for as long as possible yet being able to preserve as much of his force as possible once it is clear things are not going to go his way.

## THE COMMANDER/GENERAL ELEMENTS

1. Commanders are either NON-COMBATANT (but can temporarily attach themselves to combatant elements) or COMBATANT in which case they are represented by a figure integral to an existing element. COMBATANT commanders cannot attach themselves to other elements.
2. NON-COMBATANT commanders not attached to an element can be singled out for firing but cannot have a reaction other than RECOIL. They are captured if contacted by enemy troops. The element is then attached to the enemy element and moved with it. It can be recovered if the enemy element is destroyed by combat but is killed if by firing. (See also “**DEATH OF COMMANDERS/GENERALS**”)
3. If the Commander's element BREAKS the following bound(s) will be played without a die throw for that command. Any action or movement conducted will be measured from the C-in-C for the purposes of deciding PIP cost.
4. The Die is re-instated once the Commander's element has been RALLIED.

## SEQUENCE OF PLAY

1. **Defending Force deploys up to centre line.**
2. **Attacking Force deploys to within 500 paces** of a general line extending along the front **of the defender**. For *measurement* purposes, *groups of troops less than 6 elements are ignored* (this representing the smallest command group possible). It should also be noted that it prevents the attacker deploying **BEHIND** the flank of the defender. Flanking moves must therefore be achieved as an aspect of the gamed battle.
3. **Attacking Force takes first bound and dices for PIPs.**
4. **Defending Force takes first bound and dices for PIPS.**

**The above will be modified in Campaign battles depending on the type of engagement. (See companion rules - The Several Years' War)**

### **Ambushes (additional rule)**

Element(s) of scouts of any force deemed to be the defender may be placed in ambush in any Bad Going terrain feature up to 500 paces ahead of the line marking the defender's deployment. Their location is written at deployment time, but they are not placed on table until it/they first move, shoot or enemy pass within 100 paces of the terrain feature. They cannot restrict troops from march moves (i.e. within 300 paces) until revealed and on table.

Each bound consists of:

- i. (For **Prussians only**) Allocate command dice to commands of choice
- ii. Move C-in-C
- iii. Move any NON-COMBATANT commanders
- iv. Move troops (including enemy breaks, routs and uncontrolled advances)
- v. Fire enemy artillery including point-blank fire against enemy contacting batteries to the front
- vi. Make response moves
- vii. Fire own small arms fire
- viii. Response moves
- ix. Combat/Melee
- x. Response moves

## Command Structure and PIP Allocation

1. This period saw very flexible and inconsistent command structures. However for the purposes of these rule the following hierarchy of command is given. **This may be further constrained or limits on command size altered for specific armies/campaigns as defined elsewhere.**

### C - IN - C

- May be a commander of any sized command or may have no direct command responsibilities.
  - Uses an DAV to decide PIPs which may be allocated as additional PIPs to any other command or used for his own (if he has one) if eight or less elements.
  - Uses an additional D6 if own command is more than eight elements.
  - Must be NON-COMBATANT Commander.
- 
- 

### DIVISIONAL, LINE or WING GENERAL

- Is a commander of a force of minimum 8 and a maximum of 24 Elements.
  - Uses an D6 for deciding PIPs for his command.
  - Must be a NON-COMBATANT Commander.
- 
- 

### BRIGADE OR CORP COMMANDER

- Is a commander of a force of a minimum of 6 and a maximum of 12 elements.
- Uses a D6 for deciding PIPs for his command.
- Must be a COMBATANT Commander.

2. Each army may have up to 5 Commanders of any type. Since the C-in-C may have a direct command of his own then the MAXIMUM number of commands is 6. These commands simulate the historical division of the army into separate cavalry and infantry commands; first or second lines containing infantry and cavalry; or left, right and centre wings containing all three arms or any combination of the above.

3. With the exception of the C-in-C DAV throw, PIP die are thrown and fixed for each command and are non-transferable.

**The Prussian Army is an exception.** PRUSSIAN ARMIES have freedom to allocate PIP die to any Brigade or Divisional command to simulate the superior training and initiative they had.

## Single Element or Group Movement and PIP Costs.

1. **Movement** is by Single Element or Group moves and can only change direction by wheeling or counter-marching. Oblique moves, where they exist, are considered to be included in any Group Formation Change or Fixed Manoeuvres.
2. **Counter-march** is a *single element move* which enables to unit to about face. (See Diagram on page 22). It cannot be performed if the element is base-to-base contact or within its own base depth to front/rear of another element.
3. **Group Moves** are as per the DBM/R or by the Fixed Manoeuvres described in Appendix I. They **cannot** be used in Bad Going **unless** by SCOUTS, TRIBESMEN or WARRIORS **or in a one element wide column**. A Group Movement to the rear can only be done as Line Infantry, Scouts or Lt. Horse making a "Retire" Move. This excludes when routing. (See Diagram 5 and definitions).
4. A **March Move** is a second or subsequent move (including Fixed Manoeuvres) within the same bound and may NOT start or finish closer than 300 paces to the enemy. **ONLY PRUSSIANS may conduct a Fixed Manoeuvre as part of a March Move.**
5. No **Fixed Manoeuvre or any Group Formation Change** may take place closer than 200 paces to the enemy.
6. Troops may not move across the face of an enemy within 100 paces **unless it is to contact the front of another enemy element.**
7. Artillery elements may only be moved or unlimbered in single element moves.
8. **Only Prussian and British LINE INFANTRY** and *all* SCOUTS and manhandled artillery can move (including "Retire" moves) and fire simultaneously (see Movement Rates).
9. Any independent **movement by Commanders** is done *first* before any movement by other elements.
10. Manhandled artillery **cannot** do so as part of a **Group or March** move. If you want to tactically move your guns on the field you will have to limber up first!

### PIP Costs

- 1
  - Any single element move, counter-march, permitted Group Move or Group Formation Change other than Fixed Manoeuvres.
  - Limber or unlimber battery artillery less than 24 pdr.
  - Rally a single broken element.
  - An Ordered Interpenetration Move.
- 2
  - Any Fixed Manoeuvre.
  - Steady a routing group.
  - Limber or unlimber battery artillery 24 pdr. or more.
- +1
  - For any 4th or subsequent March Move *unless* in a single element wide column.
  - Commander currently in combat or Non-Combatant and responding to fire.
  - Brigade or Division General (or C-in-C allocating his PIPs to a command) is more than 1200 paces or 600 paces and out of sight.

## MOVEMENT RATES

Troop Type	Good Going	Bad Going	Road
<b>TRIBESMEN</b>	150	150	150
<b>WARRIORS</b>	150	150	150
<b>LINE INFANTRY</b>	100	100	200
Advance and Fire	50	N/A	N/A
Retire (Regulars only)	50	N/A	N/A
<b>SCOUTS</b>	150	150	200
Retire (any)	100	50	N/A
<b>CUIRASSIERS</b>	150	100	200
<b>DRAGOONS</b>	200	150	200
<b>NON-COMBATANT COMMANDERS</b>			
<b>HUSSARS / Lt. HORSE</b>	250	200	300
Retire (any)	200	100	N/A
<b>ARTILLERY</b> (12 pdr. or lighter)			
Limbered	100	50	150
Un-limbered (or 90° turn)	50	N/A	N/A
<b>ARTILLERY</b> (24 pdr. plus)			
Limbered	100	N/A	100
Un-limbered (may only turn 90°)	N/A	N/A	N/A
<b>HORSE ARTILLERY</b>			
Limbered	150	50	200
Un-limbered (or 90° turn)	50	N/A	N/A
<b>MOBILE BAGGAGE</b>	100	N/A	150
<b>HIDDEN MARKERS</b>	150	150	200

## Basic Combat and Shot-at Factors

Troop Types	Combat	Shot-at
<b>TRIBESMEN</b>	<b>3</b>	<b>2</b>
<b>WARRIORS</b>	<b>3</b>	<b>2</b>
<b>LINE INFANTRY</b>	<b>4</b>	<b>3</b>
<b>SCOUTS</b> (i.e. all skirmishers)	<b>2</b>	<b>3</b>
<b>CUIRASSIERS</b>	<b>4</b>	<b>2</b>
<b>DRAGOONS / OTHER CAVALRY</b>	<b>3</b>	<b>2</b>
<b>HUSSARS / Lt. HORSE</b>	<b>2</b>	<b>2</b>
<b>ARTILLERY</b> (Limbered)	<b>N/A</b> <b>N/A</b>	<b>4</b> <b>2</b>
<b>NON-COMBATANT COMMANDERS</b>	<b>N/A</b>	<b>5</b>

For **SHOOTING FACTORS** see :-

**"Shooting Factors Modified by Range"** (see page 9)

Artillery arcs of fire are 30° of dead ahead of any part of the elements frontage.

All other shooting elements can fire up to an element width to either side of dead ahead.

### Notes

1. Use **Shot-at** factors when *unable* to return fire, or if **LINE INFANTRY** who choose to withhold fire.
2. Random factors are decided by a D6 for Hand-to-Hand, all shooting and shot at (except by artillery who use an DAv for **Shooting** and a D6 for **Shot-at**).
3. Artillery contacted to their front will have the opportunity to fire in the artillery firing phase. They will count all factors as firing and will count any minus result as destroyed. If scores are equal the enemy will remain in contact until melee when the artillery will be removed.

## SHOOTING FACTORS MODIFIED FOR RANGE

Maximum Range in Paces														
Troop Type		50	100	150	200	250	400	450	600	650	750	800		
Battery <b>ARTILLERY</b> 6 pdr.		4	4	4	2	2	2	1	1	0	0	0		
	<b>0-50</b>	<b>-100</b>	<b>-150</b>	<b>-200</b>	<b>-250</b>	<b>-400</b>	<b>-450</b>	<b>-600</b>	<b>-650</b>	<b>-750</b>	<b>-800</b>	<b>-850</b>	<b>-1000</b>	<b>-1200</b>
12 pdr.	5	5	5	4	3	3	3	2	1	1	1	0	0	✗
24 pdr.	5	5	5	4	4	3	3	3	2	1	1	1	1	Max 1
Fort	5	5	5	4	4	3	3	3	2	2	2	1	1	Max 1
		<b>50</b>	<b>100</b>	<b>150</b>	<b>200</b>	<b>250</b>	<b>400</b>	<b>450</b>	<b>600</b>					
Brigaded 3 pdr. Battalion Artillery Russian Horse Artillery		4	3	3	2	2	1	1	1	✗				
<b>LINE INFANTRY</b> (Including Battalion Artillery)														
	<b>0-50</b>	<b>-100</b>	<b>-150</b>	<b>-200</b>	<b>-250</b>	<b>-400</b>	<b>-450</b>	<b>-600</b>						
1 <sup>st</sup> volley	5	4	3	2	1	✗	✗	✗	✗					
Musket	4	3	2	1	1	1	0	0	✗					
(No Artillery)	4	3	1	0	0	0	✗							
(No Artillery 1 <sup>st</sup> volley)	5	4	2	0	0	0	✗							
<b>SCOUTS</b>			<b>50</b>	<b>100</b>	<b>150</b>	<b>200</b>	<b>250</b>	<b>300</b>	<b>350</b>					
Skirmishers			2	2	2	2	0	✗						
Native			1	1	0	0	✗							
Colonial Marksman or Sniper			2	2	2	2	1	0						
						<b>50</b>	<b>100</b>	<b>150</b>	⇒					
Native <b>CAVALRY</b> (+ Firearms)						1	1	✗						
<b>DRAGOONS/CAVALRY</b> (+ Firearms)						2	1	0	✗					
						<b>50</b>	<b>100</b>	<b>150</b>						
<b>TRIBESMEN</b> (+ Firearms)						2	1	✗						
<b>WARRIORS</b> (+ Firearms)						1	1	✗						

NB. Maximum range for firing in/into **BUA** is reduced to 50 paces. Likewise **NO** firing **OUT** is possible beyond 50 paces.

NB. Maximum range for firing in/into **Woods** is reduced to 100 paces. Likewise **NO** firing **OUT** is possible beyond 100 paces.

## MODIFIERS AND ADJUSTMENTS

### Supporting Fire

Separate firing factors are cumulative EXCEPT:-

- a flank cannot take minus for enemy support and enfilading fire at the same time/flank. Enfilade has precedent over the other.
- all foot elements shooting treat enemy elements (any part of which is to their front) as a TARGET priority if the Ranged Factor is greater than 0. In such circumstances they cannot fire in support of other friendly elements.
- for any element to be counted as providing shooting support it *must have a basic Ranged Factor of more than 0*.
- Line Infantry do not lose 1st Volley option if firing over 250 paces (greater ranges assumed to be by Battalion artillery only).

### Supporting Fire by Artillery

- All targets for artillery fire must be declared before any firing is resolved.
- The main shooter shall be the one nearest the target.
- Targets can only be subject to one shot per bound.
- Supporting elements must be part of a group in base to base contact (i.e. a coherent battery capable of co-operation).

### Gradings

**E = Exceptional.** This applies to any elements of GRENADIERS, GUARD REGIMENTS, FANATICS or other high quality troops (as per the historical prototype or as a result of campaign achievements.)

Give +1 to SHOT-AT or SHOOTING score if **LESS** than opponent's.

Give +1 (*except* WARRIORS) to COMBAT score if **EQUAL or LESS** than opponent's.

With the exception of Elite or Fanatical WARRIORS (see below) the affect of being “E” class is to have more resistance and reliability and are more likely to continue with the “maintenance of the aim”.

**E class Warriors** are given a bonus in combat rather than a modifier. Thus if they do not make progress in the first charge they do not have the resistance of other E class troops.

**I = Inferior.** This applies to any elements of troops known to be brittle. This would include reluctant levies or raw recruits (as defined by campaign rules).

Give - 1 to any COMBAT, SHOT-AT or SHOOTING score **IF EQUAL or LESS** than opponent's.

Grading modifiers are not cumulative and are applied once per combat.

### Charge Impetus

Before consulting the outcome tables apply the following rule:-

IF SCORES are EQUAL in any **bound of hand to hand combat** then MOUNTED will count as having a positive score against FOOT and in all other circumstances the advantage will lie with the **element in whose bound the first contact was made**.

### Fanatical Warriors in “Uncontrolled Advance”

E class warriors will not submit to artillery bombardment or unreturned musket fire (see page 14 Combat Outcomes). They will instead advance towards the nearest enemy elements, moving in EACH BOUND (i.e. own *and* opponents) until contact with any enemy element.

## SHOOTING

- 1 Each enemy element providing supporting fire to flanks or rear (maximum 3).
- 1 Any taking enfilading Musket fire or fire on rear from any.
- 1 Irregular Artillery crews and Militia Line Infantry.
- 1 Untrained Artillery crews.
- 1 Any element broken or rallied after an earlier break.
- 1 If routing and part of currently Demoralised command.
- 1 All except 24pdr or heavier Battery Artillery *against* troops protected by field works/temporary fortifications, or in entirely in Bad Going except **Marsh/Soft Sand/Bogs**.
- 1 All except Scouts shooting *inside* any Bad Going.
  
- 1 **Campaign only** Line Infantry and Mounted (except Lt. Horse), Forced Marched.
  
- 2 Any taking fire from Artillery which is enfilading or is on first element in a column of 3 or more .
- 2 All except 24 pdr or heavier Artillery against troops protected by permanent fortifications.

## SHOT-AT

- +2 Artillery/Footprotected by permanent defences. (Unless from 24 pdr. or heavier Artillery).
  
- +1 Artillery/Foot protected by Temporary defences or if Scouts, Warriors or Tribesmen entirely in Bad Going, unless from 24pdr or heavier Battery Artillery.
- +1 Elements containing a Commander or temporarily joined by a non-combatant Commander.
  
- 1 Any taking enfilading Musket fire or fire on rear.
- 1 Any broken element or element rallied after an earlier break.
- 1 Levy tribesmen, colonial/native scouts, non-European cavalry.
- 1 Each enemy element providing supporting fire to flanks or rear (max.3).
- 1 Irregular Artillery crews and Militia Line infantry.
- 1 Untrained Artillery crews.
- 1 If unbroken but part of currently Beaten command.
  
- 2 Any taking fire from Artillery which is enfilading or is on first element in a column of 3 or more.

## HAND-TO-HAND COMBAT

- +2 All Foot except Warriors protected by permanent defences.
- +1 All Foot except Warriors protected by temporary defences.
- +1 All Foot up slope or defending river bank (except at ford).
- +1 Elements containing a Commander or temporarily joined by a non-combatant Commander.
- +1 Fanatic or Elite Warriors fighting to their front.
- +1 2nd contiguous rear rank of Warriors/Tribesmen behind Warriors fighting to front.
- +1 2nd contiguous rear rank of Tribesmen behind Tribesmen fighting to front.
- +1 Line infantry using 1st volley of the battle (on enemy contacting to front).
- +1 Line infantry if in enemy bound and first of the melee (on enemy contacting to front).
- +1 Hussars v scouts in good going.
- +1 Fire-armed Warriors/Tribesmen in own bound and first of battle (and NOT yet fired).
- +1 Mounted contacting Line Infantry on flank other than as support.
  
- 1 All Mounted v other (Charge Impact) Mounted if in enemy bound and first of the melee. (See notes below and Army Characteristics for exceptions).
- 1 Levy Tribesmen.
- 1 Any broken element or element rallied after an earlier break.
- 1 Each overlapped flank or rear *whilst also contacted to front* (or pinned by contact to flank and/or rear first).
- 1 Irregular/Militia Line Infantry.
- 1 If unbroken but part of currently Beaten command.
  
- 1 **Campaign Only** - Line Infantry and Mounted (except Lt. Horse) Forced Marched to battle.
  
- 2 All except Scouts/Warriors/Tribesmen in Bad Going, or if fighting opponents who are in Bad Going.
- 2 Any element contacted to flank or rear ONLY (**in first bound of melee or in pursuit**).
- 2 Any Mounted fighting Foot defending fortifications.

Notes: **Non Impact Cavalry** are cavalry who did not charge at the gallop, and therefore contact, without any additional impetus. Opponents will therefore take no minus in the enemy bound when charge by such troops.

## DEFINITIONS AND EXPLANATIONS - MOVING

**INTERPENETRATION** - without penalty is possible only in certain circumstances **unless NON-COMBATANT COMMANDERS who can interpenetrate any**. The unit being interpenetrated must be stationary and cannot fire during that bound. It must be from front to rear or vice versa. It is divided into TWO CATEGORIES:-

### (i) Unhindered Interpenetration - (See Diagram 2)

Units pass through others without any move deduction.

- **Fleeing and broken** troops may interpenetrate *any* friends who are facing and have never been broken.
- **Routing troops** may interpenetrate *any facing friends of a different command* unless they themselves have already once routed or broken.
- **Scouts and non-combatant commanders** interpenetrate any **others**.
- **Lt. Horse** interpenetrate any **Mounted**.

### (ii) Ordered Interpenetration - (See Diagram 3).

Units pass through others in stages, halting when first contacting: then passing through and halting still in contact on the other side. The "passing through" requires a PIP to accomplish.

- **Line Infantry** may interpenetrate other **Line Infantry**.
- **Any Mounted** through **Foot**.
- **Any**, except unlimbered artillery, through **deployed artillery**.
- **Any** troops *retiring* through other troops.

*All other interpenetration (forced or otherwise) will cause the second element to break.*

**RETIRE** - (See **Movement Rates** and diagram 5).

This is the only permitted Group move to the rear and is only possible for regular Line Infantry/Scouts/Lt. Horse and manhandled Artillery (i.e. capable of unlimbered movement). Elements are moved directly to the rear and end still facing the enemy.

**MULTIPLE COMBATS** - (See diagram 4)

Where a complicated mix of combats occurs, they should be resolved in the reverse order they happened.

**AFTER COMBAT (SHOOTING, SHOT-AT OR HAND-TO-HAND), AN ELEMENT WILL EITHER RECOIL, BREAK OR FLEE.**

## DEFINITIONS AND EXPLANATIONS - MORALE AND POST-COMBAT

After combat, elements which are in base-to-base contact with (or within their own base depth of) friends to their front will copy their reaction if they recoil, flee, break, rout, or are destroyed.

### RECOIL

Cannot be done if cause is from flank or if already and currently recoiled, in which case all except artillery BREAK from firing, DESTROYED if in combat. Artillery are DESTROYED from firing and in combat. Element turns 180° (about face) then move back one base depth and end facing away from enemy. **NB. The turning to present rear is symbolic only and serves to represent the elements vulnerability whilst in a temporary state of disorder. It counts all combat and shooting/shot- at factors as if facing rear and counts “shot-at” if subsequently fired on. In other circumstances it still counts as facing e.g. can be advanced without first counter-marching.**

If in subsequent bounds it is successful in hand-to-hand combat it *may not* follow-up, or pursue automatically. Recoiled elements are recovered as soon as PIPs are used on them. They can be moved or merely turned back round to symbolise their recovered order.

**FLEE** - Move directly to the rear (or ahead if turned as part of **RECOIL**) a full move + 50p and end facing enemy.

**BREAK** - Move directly to the rear (or ahead if turned as part of **RECOIL**) a full move + 50p. In subsequent bounds it moves normal distance in *both players' turn* until rallied, destroyed or off-table.

### PERMANENT BREAK

If any element breaks or routs after having already been broken, it becomes **Permanently Broken**. It moves as if breaking but should be removed once it is deemed to have no further influence or effect on the battle.

**DESTROYED** - Remove.

**ROUT** - Applies to unbroken elements as a result of the command becoming **BEATEN**. Move directly to the rear a full move + 50p. In subsequent bounds, make move normal distance in *both players' turn* until steadied, destroyed or off-table.

**RALLY** - Is used to halt and recover a broken element. Turn on position to face enemy (**only as single element moves**).

**STEADIED** - As “rally” but used to recover elements from rout (i.e. in a beaten command). **Can be used as a Group Move.**

**PURSUIT**- All mounted troops, Tribesmen or Warriors *must* pursue recoiling, broken, fleeing or destroyed opponents one base depth unless after a flank attack in which case it moves 40mm. Line Infantry *may choose* to pursue *unless* they began this combat in a state of RECOIL. Line Infantry firing at opponents at 50 paces or less *may move and pursue into contact ANY RECOILING FOOT*. The resulting combat to be resolved in the next (opponents) bound.

**BEATEN COMMAND** - ½ of elements broken, destroyed or off-table.

**DEFEATED ARMY** - ⅔ of Army elements are in a Beaten Command, broken, destroyed or off-table.

## COMBAT/SHOOTING OUTCOMES

### OUTCOME IF OPPONENT'S SCORE IS MORE BUT NOT DOUBLE

	COMBAT	FIRING
TRIBESMEN	<b>DESTROYED</b> by MOUNTED/WARRIORS. <b>RECOIL</b> from rest.	<b>FLEE</b> if from ARTILLERY. <b>RECOIL</b> from rest.
WARRIORS	<b>DESTROYED</b> by CUIRASSIERS. <b>RECOIL</b> from rest.	<b>FLEE</b> if from ARTILLERY. <b>RECOIL:-</b> from rest. <i>"E" class always Advance Uncontrolled.</i>
LINE INFANTRY	<b>DESTROYED</b> by WARRIORS CUIRASSIERS (enemy bound). <b>RECOIL</b> from rest.	<b>BREAK</b> if shot at by SCOUTS <i>in Bad Going.</i> <b>RECOIL</b> from rest.
SCOUTS	<b>DESTROYED</b> by WARRIORS MOUNTED <i>in Good Going.</i> <b>RECOIL</b> from rest.	<b>RECOIL</b> from shooting. <b>FLEE</b> if shot at by ARTILLERY.
CUIRASSIERS	<b>FLEE</b> LINE INFANTRY just moved into contact with in Good Going. <b>BREAK</b> in Bad Going. <b>RECOIL</b> from rest.	<b>FLEE</b>
DRAGOONS	<b>FLEE</b> LINE INFANTRY just moved into frontal contact with in Good Going. <b>BREAK</b> in Bad Going. <b>BREAK</b> by WARRIORS in enemy bound. <b>RECOIL</b> from rest.	<b>FLEE</b>
HUSSARS/Lt. HORSE	<b>DESTROYED</b> by CUIRASSIERS in enemy bound. <b>FLEE</b> other MOUNTED/LINE INFANTRY. <b>RECOIL</b> from rest.	<b>FLEE</b>
ARTILLERY	<b>DESTROYED</b> by <i>any</i> making contact or still in contact after point-blank firing.	<b>RECOIL</b> from shooting unless point-blank firing. If Artillery returning counter-battery fire only, then score 2 points higher <b>RECOIL</b> , 3 points higher <b>DESTROYED</b> . Otherwise <b>NO EFFECT</b> .

## COMBAT/SHOOTING OUTCOMES

### OUTCOME IF OPPONENT'S SCORE IS DOUBLE OR MORE THAN DOUBLE

	COMBAT	FIRING
TRIBESMEN	<b>DESTROYED</b>	<b>DESTROYED</b>
WARRIORS	<b>RECOIL</b> from SCOUTS. <b>DESTROYED</b> by rest.	<b>BREAK</b>
LINE INFANTRY	<b>RECOIL</b> from SCOUTS. <b>DESTROYED</b> by rest.	<b>BREAK</b>
SCOUTS	<b>FLEE</b> in Bad Going <b>BREAK</b> in Good Going from LINE INFANTRY. <b>DESTROYED</b> by rest.	<b>FLEE</b> <b>BREAK</b> if in Good Going and under Artillery Fire.
CUIRASSIERS	<b>RECOIL</b> from SCOUTS in Good Going. <b>BREAK</b> from LINE INFANTRY in Good Going. <b>DESTROYED</b> by rest.	<b>BREAK</b>
DRAGOONS	<b>RECOIL</b> from SCOUTS in Good Going. <b>BREAK</b> from LINE INFANTRY in Good Going. <b>DESTROYED</b> by rest.	<b>BREAK</b>
HUSSARS/Lt. HORSE	<b>DESTROYED</b> by MOUNTED and ALL in Bad Going. <b>BREAK</b> from LINE INFANTRY. <b>FLEE</b> from rest.	<b>BREAK</b>
ARTILLERY	<b>DESTROYED</b> by <i>any</i> making contact or still in contact after point-blank firing.	<b>RECOIL</b> from shooting unless point- blank firing. If Artillery returning counter-battery fire only, then score 2 points higher <b>RECOIL</b> , 3 points higher <b>DESTROYED</b> . Otherwise <b>NO</b> <b>EFFECT</b> .

## DEATH OF COMMANDERS/GENERALS

1. NON-COMBATANT commanders are lost (i.e. killed or fatally wounded) if the element it is attached to loses in firing or in combat and the die throw was an odd number or the element is destroyed. COMBATANT commanders are killed only if the element is destroyed.
2. Commanders (COMBATANT or NON-COMBATANT *attached to an element*) and in action i.e. in combat or have recoiled under fire, will result in all actions in their command costing +1 PIP extra (see page 6).
3. The death of a Commander will result in the following bound being played without a die throw for that command. Any action or movement conducted will be measured from the C-in-C for the purposes of deciding PIP cost (i.e. when using the C-in-C's PIPS).
4. In the next bound a replacement NON-COMBATANT command element (whether replacing Brigadier or General) is placed in contact with the C-in-C element and the die throw re-instated. The new commander must make his way to his troops using PIPs in the normal way.
5. In the event of the C-in-C being killed or captured his own Division becomes permanently BEATEN (if he has direct responsibility for one). PRUSSIAN armies lose the ability to freely allocate 6 x Die throws amongst commands. *A new C-in-C cannot be created.*

## RECOVERING BEATEN COMMANDS

1. Once a command becomes BEATEN all elements, not in contact or already broken, rout and the die throw for that command is lost. Elements may be halted (i.e. rallied or steadied) at a basic PIP cost of one using the C-in-C's Average Die throw only and making all measurements from that element .
2. If a routing or broken element is contacted base to base by the commanding General's element or the C-in-C element the PIP cost is free.
3. Rallied (but not steadied) elements cannot be rallied or steadied after a second BREAK.
4. The command is considered to be fully recovered if all the surviving elements are either rallied, steadied or in contact with enemy at the start of their bound. The command is reinstated immediately if the total of destroyed or off-table elements *is still less than its limit* (i.e.  $\frac{1}{2}$ ). If not, *the recovered command remains Beaten and Halted i.e. elements will remain fixed* and cannot be moved unless into contact.
5. As soon as the command is steadied the Die is recovered in the next bound as long as it *remains steady* (i.e. no further losses cause it to become BEATEN again).

## TERRAIN FEATURES

1. Terrain is either Bad or Good with common sense deciding which is which!
2. Built-up Areas (BUA) need some explanation. The area they cover should be clearly shown by felt or the like. These should then be embellished with appropriate models of buildings. A **village** can have one or two buildings and a **town** more.
3. The area should only cover a little more than the models and the outline of the models marked with a number so that each can be identified. Elements count as occupying the BUA at a rate of *one element per model building*. This should be recorded on paper (recorded against the buildings identity number) unless the element can be physically hidden under the model building.
3. Combat is assumed to occur whenever the BUA is contacted. Defending elements have no flanks or rear but count the overlap minus for up to three extra elements in contact with the BUA - the main combat being with the first attacking element to be placed in contact.

## HIDDEN MOVEMENT

1. Armies can be allocated Hidden Movement Markers ( HMM ). These are 40mm square with one side covered in green and the reverse marked up in 4 lines of 10mm deep. This should be of a cleanable surface to enable units to be marked on it . Each marker can therefore be used to represent a variety of units e.g. 4 Line Infantry Battalions or 2 Cavalry Regiments or combinations.
2. They can of course be left BLANK and act as decoys or rumours.
3. Units “carried” by Hidden Movement Markers (HMM's) require PIP's to move but:
  - do not carry the normal march restrictions (i.e. +1 PIP if fourth or subsequent move) and not in single element column.
  - must become "visible" before making fixed manoeuvres or other formation changes.
4. HMM's become visible if at the start of the *opponent's bound* they are:
  - within 500 paces of *any* enemy.  
(Units who are themselves “Hidden” cannot be used to reveal other "hidden Units")
  - did any shooting
5. Until visible they cannot be fired on but enemy units may move or react to HMM's as if they were visible (e.g. move units towards them in order to force them to be revealed).

## APPENDICES

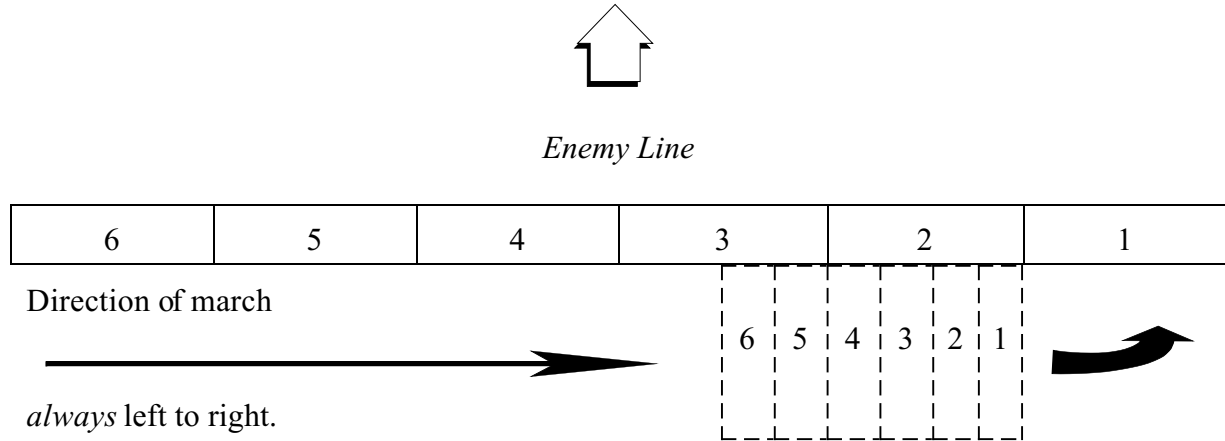
- I. COLUMN TO LINE (Fixed Manoeuvre and Group Formation Change).
- II. LINE TO COLUMN (Fixed Manoeuvre and Group Formation Change).
- III. Diagrams.

# Appendix I

## I. COLUMN TO LINE

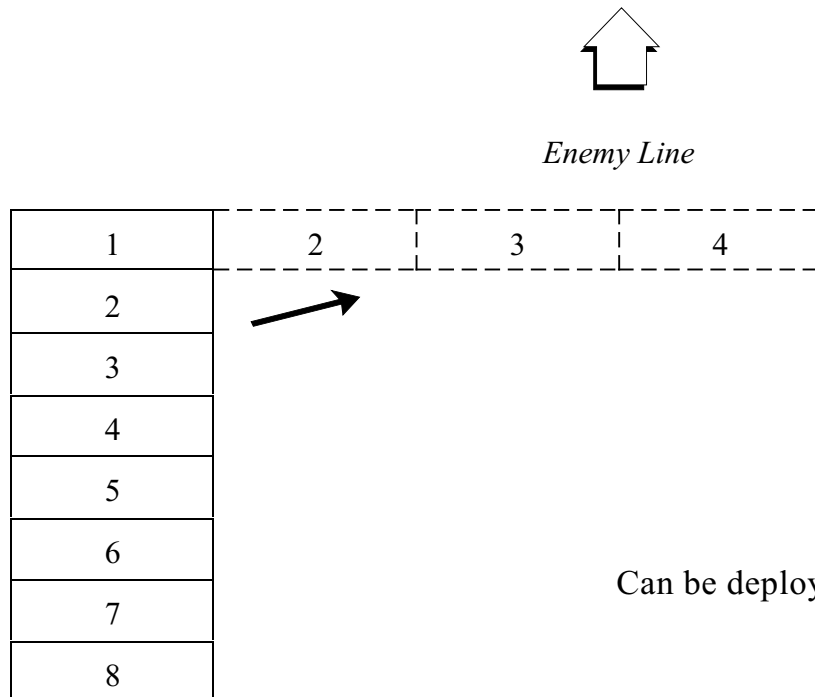
### Fixed Manoeuvre (Processional)

Cost: 2 PIPs  
Maximum Group Size: 6 Elements



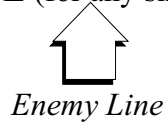
### Fixed Manoeuvre (en Tiroir)

Cost: 2 PIPs  
Maximum Group Size: 4 Elements



Can be deployed left or right of Column.

**GROUP FORMATION CHANGE** (for any size column of Foot or Horse).



a)

2	1	3
	2	
	3	
	4	
	5	
	6	

**1 PIP**

b)

2	1	3
4	4	5
	5	
	6	
	7	
	8	

**1 PIP**

c)

4	2	1	3	5
	4	6	5	
		7		
		8		
		9		
		10		

**1 PIP**

d)

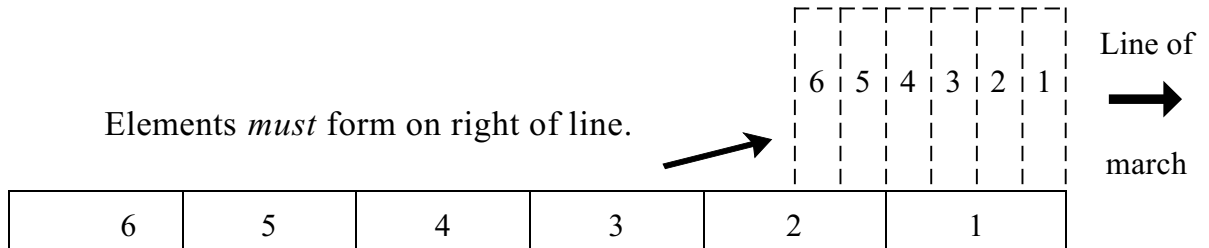
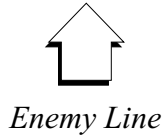
4	2	1	3	5
6	6	8	7	7
		9		
		10		
		11		

**1 PIP**

## II. LINE TO COLUMN

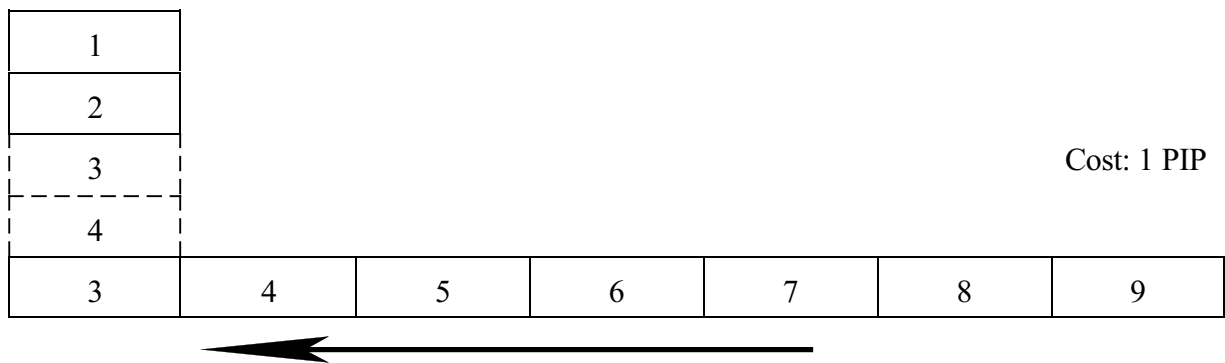
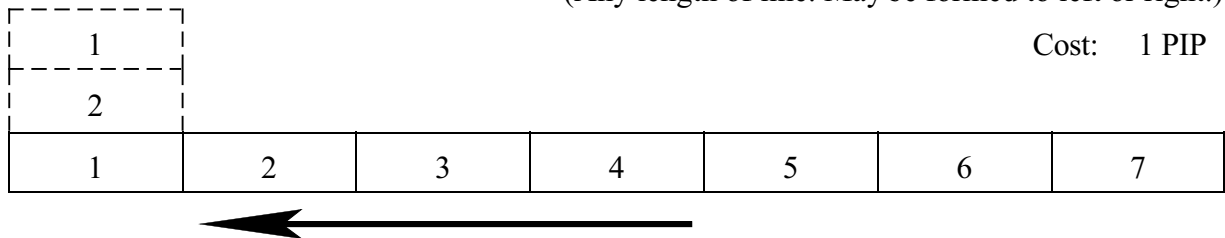
### Fixed Manoeuvre (Processional)

Cost: 2 PIPs  
 Maximum Group Size: 6 Elements



### GROUP FORMATION CHANGE

(Any length of line. May be formed to left or right.)



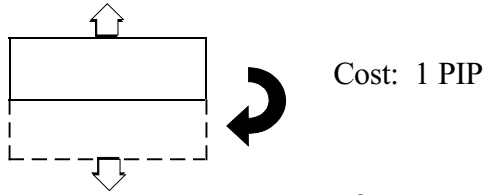
Line moves across each time for *no extra PIP costs*.

### Comment:

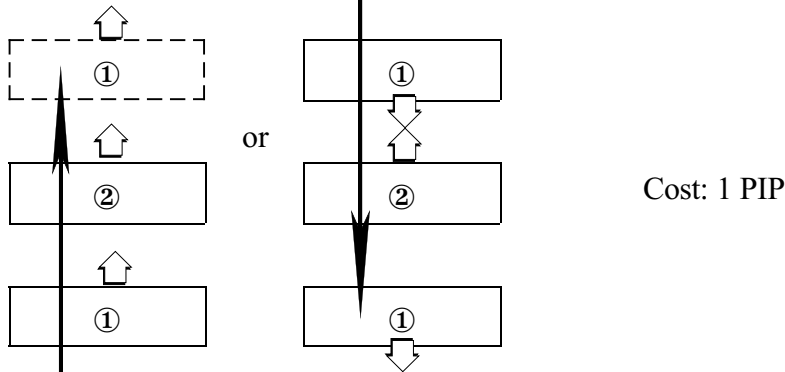
In order to ensure troops are deployed with approximate spaces to enable changes from line to column and vice versa, players are recommended to copy their historical prototype and have drill practice!

### III. DIAGRAMS

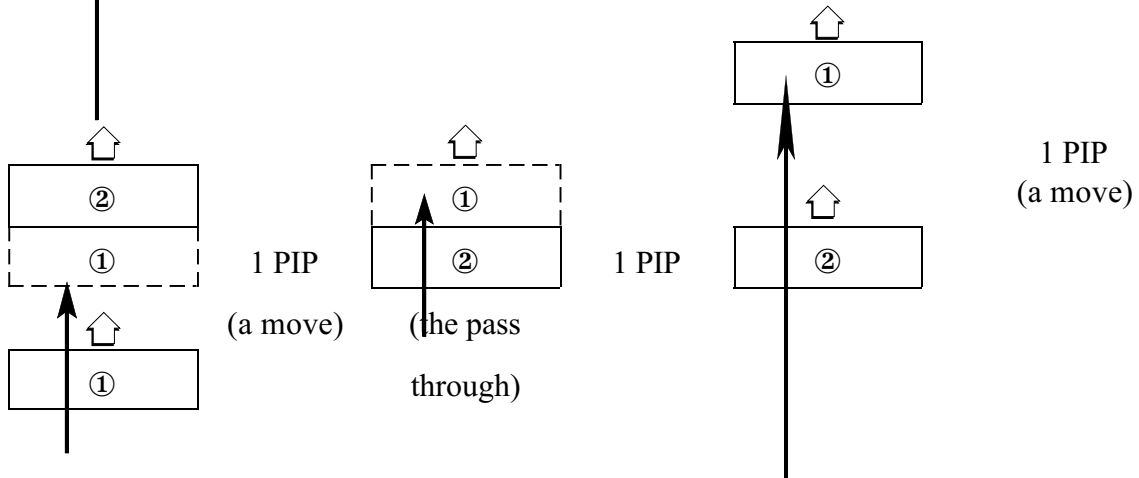
#### 1. COUNTER-MARCH



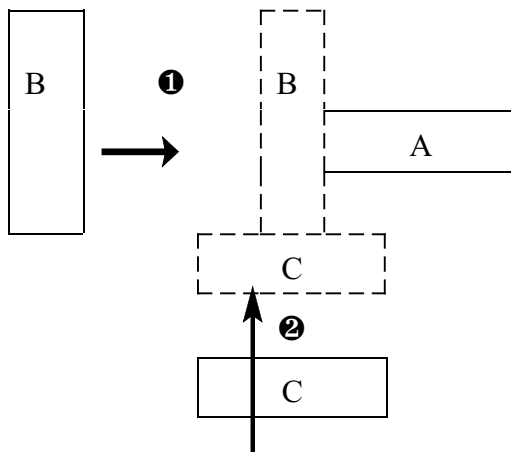
#### 2. UNHINDERED INTERPENETRATION



#### 3. ORDERED INTERPENETRATION



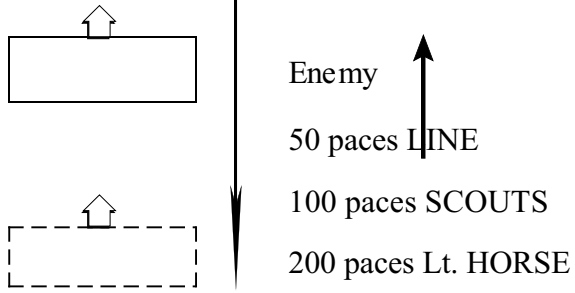
#### 4. MULTIPLE COMBAT



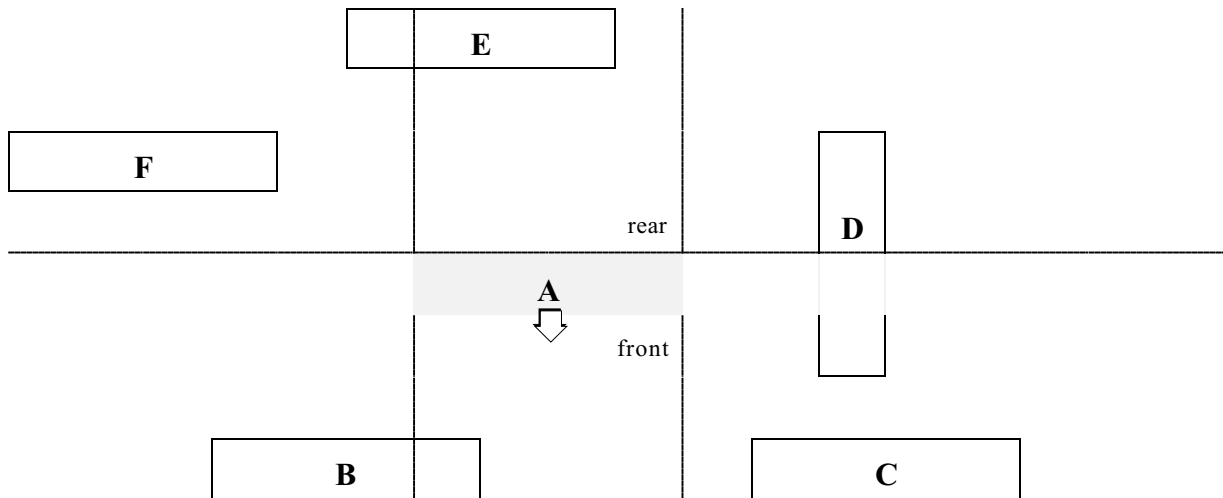
B moved onto A's flank and C then onto B's. Therefore, combat C v B is resolved first, *then* B v A if this is still necessary.

N.B. If B beats A it *cannot* pursue A because C pins it.

## 5. RETIRE



## 6. FLANK OR REAR CONTACTS



Element B cannot contact A in flank or rear. C or D can contact A in flank but not rear. E can contact A in rear but not flank. F can contact A in flank or rear.