

FIRE AND DISCIPLINE : EUROPE 1750- 1830

The rules printed as part of the magazine are a Fast Play heavily modified version of the basic Fire and Discipline rules which have been published separately in "The Americas" version. The original Fire and Discipline was published, in 1988, to cover tactical warfare from 1740-1850. It was a companion to "Indunas, Colonels and Emirs" which covered Colonial warfare from 1850-1910. These articles and other previously printed articles in Time Portal Passages have background data and battles of certain minor wars in Europe that was fought between 1750 and 1850. It uses a 1 to 10 ratio since I feel that this scale allows for units fielding only twenty men as well as those fielding 500 men can be represented on the board. For post-1800 scenarios, the ratio is increased to a 1:15 or 20 for paper TO&E strength units.

This version of the Fire and Discipline series uses alternating player turns rather than conducting actions at the same time. Under this system, there are fewer disagreements over reactionary moves. The purpose for these variations of the original rules is to provide a version of the game system that will allow the players to quickly complete a battle during a convention. It is also bloodier which always attracts new players

GENERAL DATA

1.1 Game Scale

One casting equals ten men

One turn equals two minutes

One inch = ten yards for all casting sizes. One centimeter = 5 yards for all casting sizes.

A movement stand represents an infantry company, detachment, firing platoon; a cavalry troop or section; artillery gun section of one or two guns.

1.2 Movement Stands

1.21 15mm and 6mm Scale: Basic movement stand is 1 ½ inches frontage by 1 ¼ inches depth though players may use a 1" depth instead. Light infantry units will use a ¾ inch frontage by one inch depth. Limbers will use a 1 ¼ inch frontage by 1 ½ inch depth.

1.23 20mm Scale+ Basic movement stand is 3 inches frontage by 2 inches depth.

Light infantry units will use a 1 1/2 inch frontage by 2 inch depth.

Limbers will use a 2 inch frontage by 3 inch (or as needed) depth.

1.24 Mounting notes:

- a. A basic stand holds 3- 10 foot castings. 1-2 foot casting units will use a half stand.
- b. A Light infantry (AKA a half-stand) can hold 1-3 castings.
- c. A basic stand holds 2-3 cavalymen. One casting units will use a half stand.
- d. Artillery guns in firing order, unlimbered, use a basic stand. Mount two crewmen per gun in the section. Substitute stands with three/ one crewmen can represent damaged sections.
- e. A limber or wagon will use a basic stand with the depth and frontage switched.
- f. 6mm players will mount twice the number of castings recommended for 15mm. All other conditions remain the same. The 6mm armies represent larger full strength units.

1.3 Determining Player Designations. A scenario designer may designate the Players. The player with the larger force will be Player A and the one with the smaller force Player B. If both sides are equal in force size, then the attacker is Player A and the defender is Player B. If one side has a force that is 1 1/2 times as large as the other player, then he will always be Player A (ex.: 36 units vs 24 units).

1.3 Sequence of Play

SEGMENT I - **Mutual Bombardment by Both players**

Fire Artillery guns with Player A firing first

1. Fire unlimbered guns
2. Remove Casualties and check Morale for units hit

SEGMENT II - **PLAYER A Activity Phases**

Phase I - Declaration of Charges & their targets

Phase II - Individual Musketry by non-charging units

1. Fire muskets, rifles and bows
2. Check Morale for those units hit
3. Some Skirmish fire results will cause an automatic morale loss

Phase III - Movement

1. Send (move) and signal (react) orders
2. Conduct Formation/ Facing Changes
3. Conduct Normal Moves
4. Conduct Charge Moves
5. Unlimber/ Prolonge guns

Phase IV Artillery Fire by eligible guns sections

1. Fire unlimbered guns
2. Remove Casualties and check Morale for units hit

Phase V - Melees

1. Resolve New Field Melees by round & conduct Morale Checks & Retreats
2. Conduct Pursuit Moves & Pursuit Melees
3. Conduct Retreats & Morale Checks caused by Pursuit Melees
4. Resolve Engaged Melees from previous turns
5. Conduct Retreats & Morale Checks from Engaged Melees

SEGMENT III - **PLAYER B Activity Phases** REPEAT SEGMENT TWO PHASES

COMMAND AND CONTROL

2.1 Regimental Commanders control between two and ten movement stands. This is a non-player casting. They are mounted as part of the 'first' company of the unit or mounted on a half-stand. Their command will react, during the movement turn that he received the orders. If a Regimental commander is killed a subordinate will quickly replace him.

2.2 Brigade Commanders is often a player casting. A personal command force of no more than two stands (cavalry or elites) can be attached to the brigade commander. He can be mounted on a half-stand or mounted on a stand with his personal command. If there are more than one brigade commander per side, then one will be appointed as the commander in chief.

2.3 Brigade Commander Casualties

2.31 If a commander is attached to a stand that receives casualties due to artillery or musketry, then he must roll a d10 to see if he was killed. A roll of 0 indicates that he was hit.

2.32 If a commander is attached to a stand involved in a Melee, and the stand passes the morale check, then a 0 result on the d10 roll means that he was killed. If the stand fails morale, then an ODD result on the d10 roll indicates a kill.

2.34 During the Administration Phase on the turn after a commander is hit, those units affected by his loss must check morale. Regardless of whether or not a stand passes morale, it cannot charge the turn after being affected by the loss of a commander. The loss of a brigade commander will affect all units within visibility.

FORMATIONS

3.1 Individual Stands represent a company or detachment. The stand automatically assumes the formation that is best suited for their task such as line, march or attack columns.

3.11 The prone position is not allowed

3.12 A stand reduced to one man can be combined with another stand, which has suffered a casualty, of the same unit. There is not a change in the larger stand's MMG. If merged with another one-man stand, the MMG will be the worse level. Same rule applies to cavalry.

3.13 Stands cannot be interpenetrated. Stands must move to a gap and pass through it.

3.2 Light Infantry are mounted on half-stands. They are in open order unless their stand is in contact with another friendly infantry stand. If in stand contact they are in close order. Light infantry stands must remain within 50 yards of another stand in their command.

3.3 A Regimental Formation is when all of the unit's stands are in contact. Such regimental units must be placed in either a Line or Column formation. The bases must be placed in straight lines. Side by side stands represent a line and back to front stands is a column. A regimental formation can still detach skirmishing elite stands from the main body.

3.31 The formation of Infantry Squares are not allowed until 1800. After 1800, unit stands can be placed in a square (4 stands = box, 3 stands = triangle, 2 stands = back to back, 1 stand cannot form square). Squares cannot move and assume a column formation when leaving it.

3.32 3.4 Cavalry troops consist of one or two stands (which MUST be placed side by side). Organizational strengths are by troop not by stand. Cavalry troops can be merged with other troops to form a squadron or even a regiment. When in column, the largest troop is placed in the lead with the other troops placed directly behind it. Squadrons in line must have the troop stands adjacent and in a straight line.

3.4 An artillery stand represents a one or two gun section. The only formations are limbered and unlimbered. Limbered guns direction of march is the same direction as the horses face. Unlimbered guns are facing toward a designated front side During a 1700s scenario, once a gun section is unlimbered it will remain unlimbered for the rest of the battle. In 1800 and later era scenarios, 10 turns are required to limber.

MOVEMENT

4.1 Movement rates are the distance that a stand can travel over rolling terrain in two minutes while retaining its formation and may be modified by difficult terrain. The players must follow the sequence order in the Phase which is to do all Facing/Formation Changes then all charge moves, then Normal moves. All movement is conducted in a straight line.

4.2 **Infantry** movement rates are Field, Charge, Road, Skirmish and Tactical Shifts.

a. Field is the basic rate. It is slow, thus reflecting the problems of moving a line formation.

b. Charge is a faster pace used to make contact with the enemy.

c. Road rate of march is a fast non-combat pace. It can be used by a unit not within 300 yards of the enemy WHETHER or NOT they are on a road. Units must stop once it moves within 300 yards of the enemy. Units using this rate are in a column.

- d. Skirmish rates can only be used by units in open order. It is an unregulated face pace.
- e. Tactical Adjustment Shifts are when trained units conduct minor lateral and backward shifts in order to maintain a battle line. This is also the rate used when crossing difficult terrain or changing formation. The shift can be up to a maximum of Thirty yards. Units “Native” rated units and ‘O’ morale units cannot use it to adjust formations.

4.3 Cavalry units will use either Field, Charge, Road or skirmish rates of movement.

- a. Field rates are used when within 300 yards of any enemy units.
- b. Charge rates represent the Gallop speed used to gain momentum prior to contact.
- c. Road rate distances are the same as charge rates. This rate can only be used if the cavalry unit begins and ENDS the turn more than 300 yards from an enemy unit.
- d. Skirmish rates represent a loose formation.
- e. Dismounted cavalry units move as skirmish infantry.

4.4 Artillery

4.41 Limbered artillery moves at either a Field rate which is used anytime that the limber team is not located on a road OR Road rate which is used only when it is located on a road. Limbered guns cannot move within 200 yards of the enemy

4.42 Unlimbered guns can only move by prolong. Unlike other movement, prolongs are conducted in the Artillery Fire Phase. The Prolong rate is 20 yards. Unlimber guns cannot prolong if it would move within 60 yards of an enemy unit

4.43 A gun’s crew can flee if charged or due to a morale loss. They use foot skirmish rates.

4.44 Changing a gun’s direction of fire is conducted instead of firing during movement.

4.5 Wheels and Changes in Facing

Any change in the facing direction of a foot or cavalry stand is referred to as a wheel.

- a. A stand that wheels must use the Tactical Movement rate movement rate.
- b. Wheel reductions apply to skirmish troops.
- c. A stand that is following a road will not consider slight turns to stay on a road as a wheel, unless the stand began the turn within 300 yards of an enemy unit.
- d. Limbered guns will also reduce their rates by half when turning while using field rates.

4.6 Movement Rates (yds/inches)

TYPE	FIELD	CHARGE	ROAD	SKIRMISH	Tactical Shift
INFANTRY.....	60/6”.....	80/8”.....	80/8”.....	100/10”.....	30/3”
CAVALRY.....	100/10”.....	160/16”.....	160/16”.....	140/14”.....	100/5”
ARTILLERY.....	60/6”.....	80/8”.....	prolonge =..20/2”

MORALE

5.1 During this era the troop morale played a significant role in the outcome of a battle. Most nations did not adopt an execution policy for POWs, so fight to the death situations were rare. Only actions in some Civil Wars (ex Spain's Carlist War), would soldiers fight to the death.

5.11 Morale endurance is a combination of unit numbers and training. The more casualties that a unit suffered, the more likely it is that the unit would fail morale. Each unit will have a numerical morale rating based on the unit's training. Checks will be required if a stand receives a casualty from fire, loses a melee or as a result on the skirmish fire table/.

5.13 Light infantry morale clarifications. They get the half-stand plus if they are in open order. They do not get the adjacent bonus if attached only to the other half stand of their company. They get the adjacent bonus if they were attached to a company stand of their parent unit. If operating as a converged battalion, then at least four half stands would have to be adjacent in order to the adjacent bonus.

5.14 Attrition is the term for a morale loss casualty.

5.15 Commander Advantage is when a commander is within 60 yards of that stand.

5.16 Mounted troops count the entire unit not per stand for checks.

5.2 Morale Ratings

Each stand will have the morale rating of its parent unit. All stands in the same regiment will have the same morale rating unless they are an elite company. Morale ratings are:

- 0 = Raw untrained militia and Levy troops
- 1 = Veteran Militia and Volunteers
- 2 = Trained Volunteers, Long Service but new regulars
- 3 = Veteran Regulars, Elite Veteran Volunteers
- 4 = Elite formations of Regular units (Guard) or Fanatics

5.3 Situation modifiers will balance morale checks and situations. The modifiers are:

- a. Foot on half-stands only if in open order...+ 3 Skirmishers in woods or rough terrain...+ 1
- b. Mounted troops...+3 Two + cavalry units are adjacent...+ 2
- c. Artillery firing stand...+3
- d. Foot Stand is adjacent to another stand of the same unit (Not including half-stands)...+ 2
- e. Unit is located in a protective position...+4
- f. The stand in a melee inflicted more hits than it received...+3
- g. Commander Advantage Bonus...+ 2

5.4 Reasons for Morale Checks are:

- a. It suffers a casualty due to musketry or artillery fire.
- b. When it has been involved in a melee (win or lose)
- c. A charging unit fails to make contact that turn.
- d. Its commander has been killed.
- e. When an adjacent unit fails a morale check, unless you are currently engaged in a melee.
- f. When a 0 rated stand wants to charge an enemy unit.

5.5 Morale Check Procedures

- a. Determine a valid cause for the check.
- b. Determine the number needed to pass the check. If the morale total is 10 +, then the stand automatically passes the check.
Morale Total = Number of stand castings + Morale grade + Situation Modifiers
- c. Roll a d10. If the roll is higher than the morale total, then the stand fails morale. The 0 face on the die is read as 10.
- d. A second d10 die roll is made for stands that fail morale.

5.6 Morale Losses

A morale loss indicates that a number of men in that unit has decided to quit fighting and retreat. Castings lost to a morale check DO NOT cause an additional morale check.

Morale Loss Effects Chart (Roll a d10)

- 1-3 = Stand halts in place. It cannot charge or counter-charge. Artillery cannot fire.
- 4-6 = Stand must flee 100 yards. Gun crews must flee without the guns.
- 7-9 = Stand including gun crews must flee 100 yards and loses a casting to attrition.
- 0 = Stand surrenders if its casting strength is 1-3 and an enemy stand is within 100 yards
Otherwise the 0 die roll is read as a 9.

ARTILLERY OPERATIONS

6.1 Artillery units use a different gaming scale. A gun section is 1-2 guns, limber and crew. One gun casting per gun is preferred but not required. Unless stated in a battle's O/B as one gun, all sections start with two guns. The limber casting represents all of the draft animals and equipment needed to haul the guns. Two crew castings are used per gun in the section.

6.11 Rockets are not considered a casualty producing weapon in these rules.

6.12 There are five classes of artillery guns. Each class will vary in effectiveness and maneuverability. The classes are Light Guns (1-5 pdrs), Field Guns (6-9 pdrs), Position Guns (10-12 pdrs), Siege Guns (13 pdr.+), and Howitzers/Mortars.

6.13 Artillery sections carry enough Ammunition for the battle. It is a lengthy process to re-supply or repair damaged equipment, so it is not allowed

6.14 Gun sections can be placed adjacent but it does not increase each one's kill zone.

6.15 Captured guns cannot be fired or moved. They do count for victory points.

6.16 Crews without guns cannot fire musketry or charge. If charged they must flee.

6.2. Howitzers are considered regular guns except they can ignore blocking units but cannot fire over woods, hills or hard Cover features.

6.3 Kill Zones and Target Selection

6.31 A gun section can fire at any unblocked enemy stand located in its kill zone. You cannot target an unattached commander

6.32 A kill zone equals the width of the firing stand AND extends in a straight line for the maximum range of the gun class or until it contacts a blocking feature.

6.33 The kill zone cannot be angled. The firing stand must change its direction of fire in order to change the kill zone.

6.34 Unless using the extended kill zone rule, a gun can only affect the first target it contacts.

6.35 Extended Kill Zone rule reflects how a ball shot will inflict damage on every target in its path. It applies only to Ball rounds. The firer will roll for effect on every stand, friendly or enemy, located in the kill zone.

6.36 Blocking features which stop a gun's kill zone includes objective zones, hills, woods, rough terrain, friendly stands and enemy stands.

6.4 Artillery Options During a Turn

- a. ALL (both sides) Unlimbered guns can Fire in the Artillery Bombardment Segment.
- b. Only those guns which remained unlimbered and conducted no actions in the movement Phase can fire in a specific player's Artillery fire phase.
- c. Prolong in the Specific Artillery Phase and not Fire.
- d. Change the direction of fire in the Artillery Phase and not Fire.
- e. If charged, they can fire at a charging stand prior to contact, then Melee the charger if it passes morale.
- f. If it fired in the Artillery Phase and is charged due to a Pursuit move, it can flee or melee the charger but not fire again. .
- g. Unlimber a gun in the Movement phase. The firing section can face any direction.
- h. Move a limbered gun in the Movement Phase.

6.5 Artillery Phase Sequence

Fire at all field targets, then fire at objectives and finally resolve shell fire.

- a. Check the kill zone for targets.
- b. Choose an ammunition type and index it with the range.
- c. Adjust the chance to hit by any modifiers.
- d. Roll the d10 to see if any hits were made.
- e. Remove any casualties and conduct morale checks on hit stands.

6.6 Elevation Effects on Fire

6.61 Blocking units are ignored, if they and the target are at a lower elevation than the firer..

6.62 Guns deployed on a slope facing uphill can target only units in the LOS.

6.63 Guns on a slope facing downhill are not considered elevated.

6.64 Guns deployed on a hilltop must be within 20 yards of its edge in order to fire or be fired at by enemy units located at a lower elevation.

6.65 Blocking features at lower levels do not block firing between units on higher levels.

6.7 Effects of Fire on Gun Operations

The crew and guns are the main components, which can be hit when a gun is unlimbered. When limbered, the limber team can be hit instead of the gun. Once a firing section is hit, then it is determined what was hit. The effect on an operation depends on the type of hit.

a. Gun Hit : A hit will reduce its firepower rating, chance to hit, by half. Two hits destroys it. A one gun section is destroyed with one hit.

b. Crew Hit : A hit will cause a morale check. There are no effects on firing until it is de-crewed. A de-crewed gun cannot fire.

c. Limber Hit : A hit will reduce its movement rate by 1/2 per hit. Once it has been hit twice, the gun cannot move. Limber hits are on the equipment, as well as, the draft animals.

6.8 Artillery Fire Charts : Roll one die per gun in the section. A star on the to-hit table indicates that one hit was automatic on the target per gun.

Pdr	01-100 yds	101-200 yds	201-400 yds	401-600 yds	601-1000 yds	1001+yds
1-4	*/1-4	*/1-3	1-5	1-3	1-2	1
6	*/1-4	*/1-3	1-7	1-5	1-4	1-2
8-9	*/1-6	*/1-4	1-8	1-6	1-5	1-3
10-12	*/1-8	*/1-5	1-8	1-7	1-6	1-4
18+	*/1-9	*/1-5	*/1-2	1-8	1-7	1-5
SHELL	n/a	*/1-3	*/1-2	1-8	1-6	1-4

Adjust the number needed to hit on a d10 roll by modifiers. Ex. = +1 indicates that the number needed is increased by one so a 1,2,3 to hit becomes a 1,2,3,4.

MODIFIER	Under 400 yds / Over 401+ yds	Target is Artillery Hit Result:
Fired at the same target last turn....	+1 / +2	Roll a d10. Limbered.
Target is adjacent to other stands...	+ 1 / +1	1-6 = Crew Hit
Target is in Earthworks.....	- 3 / - 4	7-9,0 = Limber Hit
Target is in any Woods, Protective Cover or Rough ...	- 2 / - 3	Unlimbered.
Target is in Skirmish Order.....	- 2 / -2	1-8 = Crew Hit
Target is Unlimbered guns.....	- 1 / - 1	9,0 = Gun Hit
Target is a wagon, Mounted Troops or limbered gun..	+1 / +1	

INDIVIDUAL MUSKETRY

7.11 Musketry Classes are Musket, Rifle, and Skirmish fire.

7.12 Muskets have a range of 150 yards. It is considered a volley fire by formed troops.

7.13 Cavalry Carbines fire as muskets with a range of 60 yards when dismounted. They can fire mounted only when in skirmish order. Firing carbines during a charge is part melees.

7.14 Rifles have a range of 300 yards. Their accuracy is offset by their slow rate of fire.

Stands that are volley firing and have mixed muskets/ rifles receive the rifle bonus as if they were all rifle but are limited to the musket range.

7.15 Skirmish fire is individual fire by open order troops at specific targets. They will affect morale more than inflict losses. Skirmishers are either classed as musket, rifle or combined. The main difference is the range that they can fire. Combined stands fire at the musket range but with the rifle-firing plus. Skirmishing stands can fire in any direction, 360 degrees

7.21 Musketry Kill Zones for formed troops is the width of the firing stand. It is measured in a straight line from the edge of the stand forward until maximum range is reached.

7.22 The kill zone for formed troops cannot be angled.

7.23 The kill zone for formed units, adjacent stands, is measured from the end of each end stand. An example: Stands A, B, C are adjacent and form a unit. Target X is in front of stand

C. As separate stands B and A could not fire at X. However, since they are part of a unit with C, they can now fire at X who is in the unit's kill zone.

7.24 Any stand blocked totally or partially by a friendly unit cannot be a target.

7.25 Any stand partially blocked by enemy stands or features can still be a target.

7.3 Individual Musketry Phase Sequence

a. Determine if any targets are in a stand's kill zone. A specific stand must be the target.

b. Count the number of castings on the stand. Modify this number by any training, situation or other considerations. The final total is the number of Kill Dice rolled.

c. Roll a d10. Determine if any hits are made.

d. Remove casualties and check the morale for stands that were hit.

7.31 Skirmish fires are conducted before volley fires. They roll on a special chart. If they hit, they may cause a morale loss rather than a casualty or may cause both. Stands hit by skirmish fire DO NOT have to take a morale check.

Modifiers to Musketry Values:

The player will roll one dice per three castings on a company stand as the base number of dice. (For 6 or 7 men roll two dice, and 1 to 5 men roll one die) The base number of Kill Dice to roll is modified by the following conditions:

Modifier	Value	Modifier	Value
Add the MMG.....?		Firer is rifle Armed.....	+2
Poor Weather Conditions.....	-3		
Target is in Protective cover...-	2	Target is in Earthworks.....	- 4
Target is a Gun crew.....	- 1	Target is Mounted.....	+ 1

If attached to another stand, all of the adjacent stands can combine their dice into one roll.

Musketry Fire Tables

Firepower	0-60 yds	61-100 yds	101-160 yds	161- 300 yds
To Hit Number:	1-8	1-6	1-4	1-2

Modifiers to the To Hit Number:

Target is attached/adjacent with another stand...+1

Target is in skirmish order (half stand) or in Protective Cover...-2

Skirmish fire will roll one d10 for each skirmishing stand firing at the same target. Roll the dice and see how many hits are made. '0' only result is a hit. The number of hits is compared to the result table below.

Morale Effects due to skirmish hits.

1 = Stand Halts in place with no losses

3 = Stand Halts in Place with a casualty

2 = Stand Retreats 100 yards but no losses

4+ = Stand Retreats 100 yards & a casualty

FIELD MELEES

- 8.11 A player must declare a charge with a stand before it can move into contact.
- 8.12 Skirmish units can charge Hard Cover terrain and skirmishers but NOT formed units
- 8.13 Cavalry can charge Hard Cover Terrain if in Column.
- 8.14 Charge movement occurs before field movement.
- 8.15 Chargers may not contact their target due to wheels and terrain deductions. Chargers who do not make contact must conduct a morale check.
- 8.16 Attacking stands that contact at an angle or only part of the stand are shifted to match up with the defender. If as part of a multi-stand charge it contacts two defenders, then it is not shifted. If it charges alone, it is shifted to match with the stand that it has majority contact. Charging and counter-charging stands are shifted to match stands. The charger shifts.
- 8.17 All castings on a stand are eligible to fight.
- 8.18 Combatants may be engaged in a melee if they inflict the same amount of damage OR the loser passes morale OR its morale loss does not require a retreat.
- 8.19 A flank contact occurs if the charger contacts any part of the stand's rear edge. Contact on a side edge is a flank if none of the charger's stand is contacting the front edge.

8.2 Field Melee Phase Sequence

- a. In the Declaration of Charge Phase, stands state the target of their charge. The target will elect to hold or if in Column it can counter-charge at the Tactical Shift rate.
- b. In the movement phase move the charger straight forward until he contacts an enemy stand or exhausts his movement allowance. Holding stands that are the target of a charge can fire a volley at the chargers.
- c. Skirmishers and gun crews may flee or melee. Guns may fire and the crews melee.
- d. Determine the stand's Melee value by adjusting the number of casting's by training and situation modifiers. The Melee Value is the number of Kill Dice rolled. (d10)
- e. Compare the number of hits inflicted to the number of hits received. The stand that receives more hits than it inflicts is the loser. The loser and winner both roll for morale.
- f. Remove casualties and make moves resulting from a morale loss.
- g. Charging stands (not counter-charging) can make a 40 yard pursuit move if its opponent fails morale. If a pursuit move makes contact with the same or another stand then a Pursuit melee is resolved.(steps d-g)
- h. Pursuit moves are not allowed after a pursuit melee.

8.3 Multi-Stand and Unit Melees

Situation will occur when several stands from both sides will be making contact.

- 8.31 Several stands can be adjacent and charging or defending. This is a unit Melee.
- 8.32 If only some of the stands in a charging unit makes contact, the non-contacting stands may hold or continue to advance. Advancing stands are no longer part of the lagging unit.
- 8.33 Stands that are part of a unit melee will receive situation bonuses for the melee.
- 8.34 To determine a winner, total all of the hits issued or received by the unit. Morale is still rolled and applied separately by each stand in the unit.
- 8.35 If possible, stands should be shifted to match up.
- 8.36 Units in a column can apply casualties to the rear stand rather than the lead stand.

8.4 Levies and other poorly armed troops are rated as blade armed (swords, axes, spears or pike). These troops receive only ONE Kill Dice per six men and Kill only on a '1' result. Only pike can count a second rank stand if they are in column and charging.

8.5 Field Melee Combat Charts

Select the Column which reflects the status of you and your opponent. Procedure :
 Count Stand Castings + MMG + Other Modifiers = Melee Value/ Number of Hit Dice to roll
 Both C = Both charging / counter-charging; C vs H = Your charging & Opponent is Holding
 D vs C = Your Holding & Opponent is charging;
 Engaged = You are locked in melee from prior turn

Melee Value	Both C	C vs H	D vs C	Engaged
TO HIT NUMBERS	1-4	1-2	1-3	1-5

Modifiers to the NUMBER OF DICE TO ROLL (d10)

Add Stand's MMG....+ ?	You are Skirmishing.....- 3
Your Stand is Mounted...+ 3	Mtd stand is Lance armed...+1
Enemy is gun crew/ Skirmishers...+3	Enemy is holding in Hard Cover..- 3
Enemy holding in Protective Position...-3	
Defender Holding and firing at a charger...+1 per three firers.	
Stand is adjacent to other friendly stands...+ 1	

There are no modifiers to the TO HIT NUMBER.

APPENDIX A: TERRAIN DEFINITIONS

. In this Fast Play version of Fire and Discipline, the treatment of terrain and Objectives (towns and farm complexes) is simplified. Board Tactical Terrain is shown by a majority of the board being Open (no terrain pieces) with Key terrain pieces placed on the board. Basic Movement rates have been calculated to represent movement over flat areas and the irregularities of both Open fields, gentle hills plus groves and light woods.

Heavy Woods contain numerous trees with heavy undergrowth. It stops visibility, LOS, and artillery kill zones. Wagons, limbers, formed Cavalry and formed infantry cannot enter them. Infantry troops can move only at the Tactical rate.

Light Woods contain little undergrowth. Orchards are light woods. It stops visibility, LOS, and artillery kill zones. There is no effect on movement rates. They are considered protective Cover for Fire and Melees. Wagons and limbers cannot enter. Unlimbered guns can be prolonged into woods at a rate of 20 yards per turn.

Rough patches can be either rocky irregular ground or steep hills. There is no effect on movement rates. They are protective Cover for Fire and Melees. Wagons, guns and limbers can enter but have a 10% (A 0 result on a d10 roll) of breaking a wheel which will destroy the equipment. Formed cavalry cannot enter. Beach sand is considered to be rough. If the area is close to water, then rough areas can be marsh or swamps.

Protective cover will range from hasty works to walls, sunken roads, a group of buildings, dry creek beds and wagon barricades. The charts list the modifiers for being in

protective cover. During a melee the defender must be Holding in order to get the benefit. During an engaged melee, the defender no longer gets the protective cover modifier.

Streams are considered to be fordable unless otherwise stated. Streams with steep banks can only be crossed at fords or bridges. Stream cannot be more than 40 yards wide. Fords cannot be located within 50 yards of a bridge. It is considered to be 30 yards wide but a stand width is a better size. Units crossing fords have their movement halved. A unit stopped in a ford cannot fire weapons and other units cannot pass through it.

HARD COVER.

Unless a specific town was placed under siege (which is outside the coverage of these rules), most battles took place in areas with few or no buildings. Buildings whether a small village, church or a farm complex are treated as Hard Cover. Entrenchments are also considered hard Cover. Regardless of the size of the terrain model used, only a maximum of 20 castings or one unit can garrison any particular terrain feature.

A hard Cover feature is considered too small or narrow to disrupt the movements either around or through the terrain feature. So there is no effect on unit movement unless the unit is entering or assaulting the feature. It costs half of a unit's movement allowance to occupy or assault a terrain feature.

Musketry cannot be fired effectively at units in a Hard Cover feature nor can units in a feature volley out effectively. Musketry is not allowed at or from units in Hard Cover.

Artillery cannot occupy a Hard Cover feature unless it is an entrenchment. Artillery will fire normally from an entrenchment and can be the subject of Counter-battery fire from enemy guns. Assaulting guns may fire for effect only in support of an assaulting unit. Other fires are considered preparatory fire and have no effect on castings garrisoning the Hard Cover feature.

Units assigned to defend Hard Cover do not use specific formations. The men are deployed in various size groups. They do not have flanks or rears. A bonus of being in hard cover is that the defenders will always face EVERY attacking unit.

The attackers will melee the defender as one on one attacks regardless of how many units are assaulting. If all of the attackers are in column, then a maximum of eight units can assault the terrain feature. If the attackers are in a mix of column and line formations, then a maximum of four units can assault the terrain feature,

The Defender will ignore all retreat results from fire, melees or morale checks. Such retreat results are changed to Hold or locked in combat. The defender will remain in the feature until every casting in its unit is lost.