

Fire and Discipline was originally published ( in 1988) to cover tactical warfare from 1740-1850. This supplement covers the wars of the Dawn of Modern Warfare Era. This version is referred to as the “Discipline” version since the emphasis of the system is on Morale plus Command and Control. This version is not recommended for Colonial small scale wars. Both versions use the same basing and organization structure. The rules are lengthy because many simple questions are answered with the clarification examples. Optional rules are included to allow for more realistic and slower play for those who prefer it. After learning the rules most players will be able to play a friendly game by using only the pullout charts.

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## GENERAL DATA

- 1.1 Game Scale
- One casting equals ten men but up to 13 men in some organizations
  - One turn equals two minutes
  - One inch equals ten yards with 15mm and 20mm+ castings.
  - One centimeter equals 5 yards with 15mm castings and 20mm+ castings.
  - A stand represents an infantry company, firing platoon; a cavalry troop or gun section.
- 1.21 15mm and 6mm Scale: Basic movement stand is 1 ½ “ frontage by 1 ¼ “ depth.

Light infantry units will use a  $\frac{3}{4}$  inch frontage by one inch depth.

Limbers will use a  $1\frac{1}{4}$  inch frontage by  $1\frac{1}{2}$  inch depth.

1.22 20mm Scale+ Basic movement stand is 3 inches frontage by 2 inches depth.

Light infantry units will use a  $1\frac{1}{2}$  inch frontage by two inch depth.

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

1.23 Mounting notes:

a. A basic stand will hold 3- 8 foot castings without a problem and can hold 10 with crowding. A unit of 1-2 foot castings should use a Light infantry stand.

b. A Light infantry, half-stand, can hold 1-3 castings without a problem.

c. A basic stand will hold 2-3 cavalymen. If only one casting is needed, then mount it on a Light infantry half-stand.

d. Artillery guns in firing order, unlimbered, will be mounted on a basic stand. Two crewmen are mounted per gun in the section. Substitute stands with three or one crewmen can be made to represent damaged sections.

e. A limber or wagon will use a basic stand with the depth and frontage switched.

f. 6 mm castings will mount twice the number of castings than 15mm.

1.3 Sequence of Play

Phase I - Administration

1. Send / Signal Orders
2. Place Tactical Order Chits

Phase II - Artillery Fire

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

Phase III - VOLLEY Musketry

1. Volley and Platoon Rated Units fire muskets and bows
2. Check Morale for those units receiving casualties
3. Skirmish fire (Certain results will cause morale losses without a check)

Phase IV - Platoon Fire Musketry

1. Platoon Rated Units fire muskets (No Skirmish Fire)
2. Check Morale for those units receiving casualties

Phase V - Declaration of Charges

1. If used reveal ALL tactical order chits
2. Designate which units are the target of a charge and who will charge

Phase VI - Movement

1. Conduct Facing Changes
  2. Conduct Charge Moves
  3. Conduct Normal Moves
  4. Unlimber/Prolonge guns
- \* Read/ receive orders sent if time delay has been satisfied

Phase VII - Melees

1. Resolve Objective Combat and conduct retreats
2. Resolve New Field Melees by round & conduct retreats
- 2A. Conduct Morale Checks

3. Conduct Pursuit Moves and Pursuit Melees

3A. Conduct Retreats and Morale Checks caused by Pursuit Melees

4. Resolve Engaged Melees from previous turns

4A. Conduct Retreats and Morale Checks from Engaged Melees

## COMMAND AND CONTROL

### 2.1 Regimental Commanders

Regimental Commanders will control normally between two and ten company movement stands. This will be a non-player casting. They can be mounted with the 'first' company of the unit or mounted on a half-stand.

### 2.2 Brigade Commanders

Brigade commanders will control two or more regimental commanders. Unless in a massive game, he will be a player casting. A Brigade commander's personal force, cavalry or elites, can be attached but will consist of no more than two movement stands. A brigade commander can be mounted on a half-stand or mounted 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 Commander Casualties

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

2.32 If a Brigade commander is attached to a unit involved in a Melee, then he must roll a d10 twice to determine if he was hit. If the stand passes the morale check, then a 0 result on the first d10 roll indicates a possible hit. If the stand fails morale, then an ODD result on the first d10 roll indicates a possible hit. A second d10 roll is made for possible hits with a 0 result indicating a commander hit.

2.33 In single battles all commander hits are kills and the casting is removed. In campaigns an additional roll is made with an ODD result indicating a death and EVEN result indicating a wounded commander.

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.

2.35 The loss of a regimental commander will only affect those stands in his command.

2.36 The loss of a brigade commander will affect all units within visibility.

### 2.4 Operational Directives

2.41 Brigade commanders will send orders to regimental commanders. A messenger casting or a marker will be used to denote the location of the message. Messages move at cavalry charge speed. Types of orders include:

- a. General Advance = Attack the enemy to your front
- b. Assault = Charge and secure a specific terrain feature as stated in the order.
- c. Hold = Stop and defend your current position or a specific terrain feature.

Counterattacks can be used to retake a lost position.

d. Withdrawal = The command must move to a position or terrain feature which is closer to their friendly boardedge than they are now located. They cannot charge or counter-charge.

2.41 Regimental commanders will relay orders to their command by the use of signals. The commander will react, signal his command, during the Administration phase

following the movement turn in which the new orders arrived at his position. There is no delay between the signal and reception by the unit's stands.

### 2.5 Tactical Order Chits (Advanced/Optional)

The use of order chits will reduce the amount of action responses conducted by reactive players. The chits focus on the movement/charge options. Place the chits next to stands which are within charge range of enemy units. One chit can be used for several contacting stands which are operating as a regimental unit. Chit symbols are as follows :

R = Turn Right up to 90 degrees and move or hold if charged

L = Turn Left up to 90 degrees and move or hold if charged

H = Move if desired but must hold if charged

C = Move if desired and can counter-charge if charged

A = Attack, charge, straight ahead at an enemy unit. Cavalry can Wheel.

U = Artillery guns must unlimber

## FORMATIONS

3.11 Individual stand automatically assumes the formation which is best suited for the unit.

3.12 Infantry HALF-Stands. Dismounted Dragoons, irregular troops and Elites ( according to national characteristics) can be mounted on half-stands. They are considered to be in open order unless their stand is in contact with another friendly infantry stand. If in contact they are in close order. Open order stands must remain within 50 yards of another stand in their command.

3.13 The formation of Squares nor prone position are not allowed during this period.

3.14 Units can interpenetrate other units only if required as the result of a combat retreat or morale loss. Units may move to a gap within movement distance. If not they will flow through the standing unit and have one shatter box marked off. The standing company is unaffected.

### 3.2 Regimental/Battalion Formations

Regimental units must be in contact and placed in either a Line or Column formation. The bases must be placed in straight lines. Stands are side by side for a line and back to front for a column. Certain units can still detach skirmishing elites from the main formation.

### 3.3 Cavalry Squadrons

Cavalry troops consist of one or two stands which **MUST** be placed side by side or a large troop may be mounted on a double 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.

.31 Couriers use a half-stand. They cannot be charged and must flee if in an enemy path.

### 3.4 Artillery Units

The only formations are limbered and unlimbered. Unlike Napoleonic era batteries where the limber transport was manned by military troops, during this period must of the

limber transport was privately owned. Once a gun was unlimbered, the limber team and its owner departed the battlefield until it was safe to return. As a result, once a gun section is unlimbered, it must remain unlimbered for the rest of the battle.

3.41 Unlimbered guns are facing toward a designated front side.

3.42 Limbered guns direction of march is the same direction as the horses face.

## MOVEMENT

### 4.1 Basics

The movement rates are the distance that a stand can travel over rolling terrain in two minutes while retaining its formation. The movement rate may be modified by difficult terrain or when moving on a road. All movement is conducted in a straight line.

### 4.2 Infantry

Infantry movement rates are Field, Charge, Road and Skirmish.

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. The faster pace represents the use of an attack column or a rushing line.

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 but MUST be in a column.

d. Skirmish rates can only be used by units in open order. It is an unregulated face pace.

### 4.3 Cavalry

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 or a Road rate.

a. Field rate is used anytime that the limber team is not located on a road.

b. Road rate is used only when the limber team is located on a road.

4.42 Unlimbered artillery can only move by prolonge. Unlike other movement, prolonges are conducted in the Artillery Fire Phase.

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. Therefore it occurs during the Artillery Fire Phase.

### 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 will have its movement rate reduced by half.

- b. Wheel reduction also applies 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 Tactical Adjustment Shifts

During a battle trained units were able to conduct minor lateral and backward shifts in order to maintain a battle line. The shift can be up to a maximum of twenty yards.

#### 4.7 Movement Rate Charts

Rate >	FIELD	CHARGE/SKIRMISH	ROAD	TACTICAL
INFANTRY	60 yds	80 yds	120 yds	30 yds
CAVALRY	90 yds	120 yds	180 yds	50 yds
Artillery 1-6pdr	60 yds	N/A	100 yds	20 yds
Artillery 8pdr+	30 yds	N/A	60 yds	N/A

### MORALE

During this era the troop morale played a significant role in the outcome of a battle. Fight to the death situations were rare. Morale is a combination of unit numbers and training. The more casualties that a unit suffers, 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 unit receives a hit from fire or loses a melee. Certain results on the skirmish fire table could cause a morale loss without the stand having to check. A unit remains combat effective as long as it retains good morale. It becomes Shattered and is removed from play when its receives a number of morale hits equal to its allocation.

#### 5.1 Morale Ratings

Each stand will have the morale rating of its parent unit. All stands in a unit will have the same morale rating. Commands including a variety of militia, volunteer, attached elites and ad hoc units may have a variety of morale ratings. The Morale ratings are:

- 0 = Raw untrained militia
- 1 = Veteran Militia and Volunteers
- 2 = Trained Volunteers, Long Service but new regulars and Indians
- 3 = Veteran Regulars, Elite Veteran Volunteers
- 4 = Elite formations of Regular units (Grenadiers, Lgt Inf, Guard)

5.11 A unit's Morale Shatter rating (the number of hit boxes allowed) is equal to the number of stands in a unit X it's Morale Rating. (A 0 rating is considered a 1.) This may be regarded as its Permanent morale Status. Boxes are marked off (morale loss) due to casualty hits and additional losses to failed morale checks. Once morale is gone (marked off) the unit is removed from play. In advanced games it is not removed but must begin move at a Field or road rate to the closest friendly controlled board edge.

#### 5.2 Situation modifiers

The basic number used for morale checks is 5. Situation modifiers represent the effects of unique conditions. The modifiers are :

- a. Add Morale Rating...+?
- b. Unit is located in a protective position or Objective Zone...+4
- c. Skirmish units in woods or rough terrain...+ 1
- d. Brigade Commander Advantage Bonus...+ 2
- e. Over Half of the Unit's Morale Shatter boxes have been marked off...-1

### 5.3 Reasons for Morale Checks

A stand will have to check morale do to the following conditions :

- 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 Brigade commander has been killed/hit.
- 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.

### 5.4 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.

### 5.5 Temporary Morale Losses

A temporary morale loss indicates that the unit is disrupted and needs to halt to be reorganized. Hits caused by a morale check DO NOT cause an additional morale check.

Morale Loss Effects Chart (Roll a d10)

- 1-3 = Unit halts in place. It cannot charge or counter-charge. Artillery cannot fire.  
4-6 = Unit must flee 100 yards. Gun crews must flee without the guns.  
7-9 = Unit including gun crews must flee 100 yards and record a Shatter box hit..  
0 = Unit surrenders if it is surrounded on three sides and the enemy is within 100 yards. Otherwise the 0 die roll is read as a 9.

### 5.6 Additional Morale Rules and Notes

5.61 Attrition is the term for a morale loss casualty.

5.62 A stand that surrenders also represents men who flee the battlefield.

5.63 Brigade Commander Advantage is when he is contacting or within 60 yards of that stand.

5.64 Fanaticism Optional rule. Indians, Militia charging Indians, and Morale rating 3-4 troops can ignore a 1-9 die roll result and continue to move forward. However it will lose one casting to attrition if the die roll was 1-6 and two attrition losses if it was 7-9.

5.65 Infantry Half-stand morale clarifications. They get the half-stand plus if they are in open order. They do not get the adjacent bonus if attached to the other half stand of their company. However they would get the adjacent bonus if they were attached to a company stand of their parent unit. If operating as a converged elite battalion, then at least three half stands would have to be adjacent in order to the adjacent bonus.

## ARTILLERY OPERATIONS

### 6.1 Basics

6.11 Artillery units represents a 1-2 gun section, limber and crew. Unless stated in a battle's O/B as one gun, all sections start with two guns

6.12 The scale is different for artillery. A gun can represent one or two guns. One gun casting per gun is preferred but not required. The limber casting represents all of the draft animals needed to haul the guns. Two gun crew castings are used per gun in the section.

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

6.14 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.

### 6.2 Ammunition

The number of allowed rounds for a gun is based on its rate of fire for two minutes combined with its ammunition allotment. Light guns carried more rounds than heavier guns but also had a higher rate of fire. As a result, the amount of shell poundage fired during a set time frame was about the same for all guns. The main difference in killing power was in the use of close range cannister and grape. The larger guns used more 'grape' balls, thus fired deadlier loads.

6.21 All classes carried ball and cannister rounds. Howitzers also used shell.

#### 6.22 Ammunition- Barrage Allotment Table

Class	Ball	Cannister	Shell
Howitzer.....	10 .....	5 .....	10
Light.....	30 .....	30	
Field.....	25 .....	15	
Position.....	20 .....	10	
Siege.....	10 .....	5	

### 6.3 Kill Zones and Target Selection

6.31 A gun section can fire at any unblocked enemy stand located in its kill zone.

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 (Optional). Shows how a ball shot will inflict damage on every target in its path. The firer rolls for hits 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 (unless you use rule 6.35).

6.37 You cannot target couriers or an unattached commander.

6.38 The kill zone is the same whether it is a one or two gun section.

#### 6.4 Artillery Options During a Turn

- a. Fire in the Artillery Phase
- b. Prolonge in the Artillery Phase and not Fire.
- c. Change the direction of fire in the Artillery Phase and not Fire.
- d. If charged or expect to be charged, Hold fire in the Artillery Phase (mark the gun) and fire at a charging stand prior to contact with the gun, then Melee the charger if it passes morale.
- e. If fired in the Artillery Phase and charged, it can flee or melee the charger.
- f. Unlimber a gun in the Movement phase. The firing section can face any direction.
- g. Move a limbered gun in the Movement Phase.

#### 6.5 Artillery Phase Sequence

I recommend that you mark non-fire options as you fire the other Guns.

Fire at all field targets, then fire at objectives. OR fire in a right to left order.

- 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 modifiers.
- d. Roll the d10 and Remove any casualties and conduct morale checks on hit stands.

#### 6.6 Additional Artillery Rules and Notes

6.61 Gun sections can be placed adjacent to each other but it does not expand their kill zones.

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

6.63 A de-crewed gun cannot be manned by another section's crew or elites.

6.64 RESUPPLY is not allowed. The actual time required to conduct resupply is very long.

6.65 Crews with all of its guns destroyed are treated removed from play.

6.66 Limbered guns cannot move within 200 yards of the enemy. Unlimber guns cannot prolonge if it would move within 60 yards of an enemy unit.

#### 6.7 Elevation Effects on Fire

6.71 Guns can ignore blocking units if they and the target are at a lower elevation than the guns. 6.72 Guns deployed on a slope facing uphill can target only units located within 60 yards of the edge of the hill and any units located on the slope.

6.73 Guns deployed on a slope facing downhill have the maximum range reduced to 400 yards.

6.74 Guns deployed on a hilltop must be within 60 yards of its edge in order to fire or be fired at by enemy units located at a lower elevation.

6.75 Blocking features located at lower levels do not block firing between units at higher levels.

### 6.8 Effects of Fires 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 also be hit. Once a firing section is hit, then it is determined what was hit. The effects on 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.

b. Crew Hit : A hit will cause a morale check. There are no effects on firing until it is reduced to only one remaining crewman. At this point only one of the two guns can be fired, so its firepower rating is reduced by half. If the section is done to one gun, then there is not a further reduction for having only one crewman. A de-crewed gun cannot be fired.

c. Limber Hit : A hit will reduce its movement rate by ¼ per hit. A second hit will reduce its speed to ½ of the original rate. Once it has been hit four times, the gun cannot move or unlimber. Limber hits are on the equipment, as well as, the draft animals.

### 6.9 Artillery Fire Charts

Pdr	01-50 yds	51-150 yds	151-300 yds	301-600 yds	601-900 yds
1-4	80	50	30	10	(450 yds max)
6	110	90	80	20	(600 yds max)
8-9	140	100	20	40	(600 yds max)
10-12	160	120	80	60	10 (800 yds max)
16+	190	150	90	70	10 (900 yds max)

Index the gun poundage with the range. The result is the % chance to hit. Adjust the chance to hit by modifiers. Any modified chance of 0 or less is an automatic miss. If it is 100+ then there is an automatic hit and a chance for a second hit.

MODIFIER	Under 300 yds / 301+ yds	Target is Artillery :
Fired at the same target last turn....	+10 / +10	Roll a d10. Limbered.
Target is in Protective cover.....	- 20 / -30	1-6 = Crew Hit
Target is in Earthworks.....	- 30 / - 40	7-9,0 = Limber Hit
Target is adjacent to other stands...+	10 / + 20	
Target is Mounted Troops.....	+ 10 / +10	Unlimbered.
Target is in Skirmish Order.....	- ½ Chance to Hit	1-8 = Crew Hit
Target is Unlimbered guns.....	- 10 / - 10	9,0 = Gun Hit
Target is a wagon or limbered gun..	+10 / +10	
Target is in Heavy Woods.....	- 30 / - 40	
Target is in Lgt Woods or Rough ...	- 20 / - 30	

## INDIVIDUAL MUSKETRY

7.1 Musketry Classes are Musket, Rifle, Bow and Skirmish fire. The range are effective ranges not maximum ranges.

7.12 Muskets have an extended range of 100 yards. It is rated as a volley fire or Platoon fire based on its national characteristics . Bows have a maximum range of 60 yards.

7.13 Cavalry/Dragoons armed with muskets must dismount to fire with a max range of 60 yards. They can fire pistols when mounted but as part of a melee.

7.14 Rifled firearms were a rarity and very unreliable on a battlefield. They are not allowed. 7.15 Skirmish fire is individual fire by open order troops at specific targets. They will affect morale more than cause casualties. Skirmishers can use either musket or bow.

7.2 The 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.

7.21 The kill zone for formed troops cannot be angled.

7.22 The kill zone for formed units, more than one adjacent stand, 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. They can fire at X who is in the unit's kill zone.

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

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

7.25 Skirmishing stands can fire in any direction, 360 degrees.

### 7.3 Individual Musketry Phase Sequence (Discipline)

- a. Determine if any targets are in the kill zone. A specific stand must be the target.
- b. Count ONE die for each firing stand in the unit. Modify the dice by any training, situation or other considerations. The final total is the number of dice to be rolled.
- c. Index the firepower rating with the weapon class and range. The indexed number is the numbers needed to be rolled to get a hit. .
- d. Roll a d10. Determine if any hits are made.
- e. Record any hit on the Shatter box chart and check the morale for the hit unit.

7.31 Skirmish fires are conducted before volley fires. They roll on a special column. If they hit, they may cause a morale loss rather than a casualty or may cause both. Stands hit by skirmish fire take only the Skirmish Fire Morale Check.

7.4 Modifiers to the number of Musketry dice rolled Firer can always roll at ONE die.

Firer's MMG is 3 or 4.....+1

Firer is a Platoon Fire tactical unit...-2

Firer shot at the same target earlier that turn or in an earlier turn...+1

Firer is mixed armed.....-2 (ex. bows and swords)

Poor Weather Conditions.....-3

Target is in Protective cover...- 2 Target is in Earthworks..... - 4

Target is in Open Order..... - 2 Target is Mounted..... + 1

### 7.5 Musketry Fire Tables (Discipline)

The number of dice rolled is one per company stand.

Firepower	Skirmish	0-30 yds	31- 60 yds	61-100 yds
BOWS	0-1	0-1-2	0	0
MATCHLOCKS	0	0	0	n/a

FIRELOCKS	0	0-1	0	0
FLINTLOCKS	0	0-1-2	0-1	0

If there is a skirmish hit , roll three dice. Consult the table based on the number of 9s rolled.

No x 9s = No Effect on the unit	2 x 9s = Stand Halts in Place with a hit
1 x 9s = Stand Halts in place w/ no hits	3 x 9s = Stand Retreats 30 yards with a hit

## FIELD MELEES

### 8.1 Melee Basics

- 8.11 A player must declare a charge for a stand before it can move into contact with the enemy.
- 8.12 Skirmish units can charge objective zones and skirmishers but not close order units.
- 8.13 Cavalry and Dragoon units use a tactic column according to their national characteristic. Cavalry can charge objective zones.
- 8.14 Charge movement occurs before field movement, so a unit cannot move to evade a charge.
- 8.15 Chargers may not contact their target due to wheeling and/or terrain deductions. Chargers who do not make contact must conduct a morale check.
- 8.16 Attacking units that contact at an angle or only part of the stand are shifted (flows) to match up with the defender. If a charging unit's stand can move forward and make contact with the same target, then it is moved forward. If it would not contact the target, then it holds it position with the charging stands. Charging and counter-charging units are shifted to match stands. The charger shifts.
- 8.17 All contacting stands in a unit are eligible to fight.
- 8.18 Combatants may become 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 has any stand extending behind the target's rear edge.

### 8.2 Field Melee Phase Sequence

- a. In the Declaration of Charge Phase, stands will state the target of their charge. The target of a charge will elect to hold or counter-charge.
- b. In the movement phase move the charger straight forward until he contacts an enemy stand or exhausts his movement allowance.
- c. Skirmishers and gun crews may flee or melee. Guns may fire and the crews melee.
- d. Determine the number of fighting stands. Adjust the number by training and situation modifiers. The final number is the unit's melee value (Dice to be Rolled).
- e. The Melee Weapon/Tactic shows a chance to hit based on a d10 die roll.
- f. Compare the number of hits inflicted to the number of hits received. The unit that receives more hits than it inflicts is the loser. The loser will roll for morale.
- g. Record hits on the Morale Shatter chart and make moves resulting from a morale loss.

h. Charging stands can make a 30 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)

I. Pursuit moves are not allowed after a pursuit melee.

### 8.3 Multi- Unit Melees

Often a situation will occur when several units from both sides will make contact..

8.31 To determine a winner, total all of the hits issued or received by the unit. French units A and B contact Dutch units X, Y and Z. A inflicts one on X and two on Y. B inflicts two on Z and one on Y. X inflicts two on A. Y inflicts one on B and one on A. Z inflicts one on B. As a result A inflicted three and received three. B inflicted three and received two. X inflicted two and received one. Y inflicted two and received three. Z inflicted one and received two. As a result Dutch Y and Z are losers and must check morale. French A is Engaged. French B and Dutch X are winners and do not check morale. A and X are now Engaged. B can advance if X and Z fail morale and must retreat. If either passes morale then B is engaged with them.

### 8.4 Additional Rules and Notes on melees

8.41 Final Protective Fire is when a unit who is the target of a charge and has elected to hold can fire a volley in the Charge Movement phase (rather than in the Volley Phase) at one inch range as the chargers are advancing. The defender cannot have fired during the Musketry Phase.

8.42 Mixed melee weapons are irregular troops equipped with swords, axes, shield, etc and includes Jacobites, Native Americans, Indians and other troops not trained to use a bayonet.

8.43 Artillery crews are Open Order troops in a Melee.

8.45 Engaged = Units are locked in a melee from the prior turn

### 8.5 Field Melee Combat Charts

Select the Column which reflects the status of you and your opponent.

CAVALRY COMBAT (Contact/Engaged)				
Target	Tactic >	STEEL	FIRE	MIX
Cavalry		0 / 0-1	0-1 / 0	0 / 0
Dragoons		0-1 / 0-1	0-1 / 0-1	0-1 / 0-1
Open/Lgt Cav		0-1-2 / 0-1	0-1 / 0-1	0-1 / 0
INF w/ Bayonet		0 / 0	0-1 / 0	0 / 0-1
Inf w/ Pike		0 / 0	0-1 / 0	0-1 / 0
Inf w/ Mixed Melee		0-1 / 0-1	0-1-2 / 0-1	0-1-2 / 0-1

### INFANTRY COMBAT (Contact)

Target	Weapon >	Bayonet	Pike	Mixed Melee
Mounted		0	0-1	0
Infantry		0-1-2	0-1	0-1
Open Infantry		0-1-2	0	0-1-2-3

Situation Modifiers for both Cavalry and Infantry Combat

\*\*Infantry engaged from the prior turn... Add one to hit number (ex 0-1 > 0-1-2)\*\*  
 Your stand has twice (2x+) or more castings than your opponent..Add one to hit number  
 Your MMG is higher than your opponent....A hit will inflict 2 casualties  
 Only a 0 will hit Enemy holding in woods, rough, Protective Position or Earthworks.

#### MORALE LOSS EFFECTS CHART (Roll a d10)

- 1-3 = Unit halts in place. It cannot charge or counter-charge. Artillery cannot fire.
- 4-6 = Unit must flee 100 yards. Gun crews must flee without the guns.
- 7-9 = Unit including gun crews must flee 100 yards and suffer a morale hit.
- 0 = Unit surrenders if the enemy is within 100 yards on 3 sides; Otherwise read as a 9.

#### MOVEMENT RATES

Rate >	FIELD	CHARGE/SKIRMISH	ROAD	TACTICAL
INFANTRY	60 yds	80 yds	120 yds	30 yds
CAVALRY	90 yds	120 yds	180 yds	50 yds
Artillery 1-6pdr	60 yds	N/A	100 yds	20 yds
Artillery 8pdr+	30 yds	N/A	60 yds	N/A

#### ARTILLERY FIRE CHARTS

Pdr	01-50 yds	51-150 yds	151-300 yds	301-600 yds	601-900 yds
1-4	80	50	30	10	(450 yds max)
6	110	90	80	20	(600 yds max)

8-9	140	100	20	40	(600 yds max)
10-12	160	120	80	60	10 (800 yds max)
16+	190	150	90	70	10 (900 yds max)

Index the gun poundage with the range. The result is the % chance to hit. Adjust the chance to hit by modifiers. If it is 100+ then there is an automatic hit and a chance for a second hit.

MODIFIER	Under 400 yds / 401+ yds	Under 400 yds / 401+ yds
Fired at the same target last turn....	+10 / +10	Target is in Protective cover.....- 20 / -30
Target is adjacent to other stands...+ 10 / + 20		Target is in Earthworks.....- 30 / - 40
Target is Mounted Troops.....+ 10 / +10		Target is in Heavy Woods.....- 30 / - 40
Target is in Skirmish Order.....- ½ Chance to Hit		Target is Unlimbered guns.....- 10 / - 10
Target is a wagon or limbered gun..+10 / +10		Target is in Lgt Woods / Rough ...- 20 / - 30

Target Hit is Limbered Arty. Roll a d10. 1-6 = Crew; 7-9,0 = Limber

Target Hit is Unlimbered Arty. Roll a d10. 1-8 = Crew; 9,0 = Gun

### MUSKETRY FIRE TABLES

Firepower	Skirmish	0-30 yds	31- 60 yds	61-100 yds
BOWS	0-1	0-1-2	0	0
MATCHLOCKS	0	0	0	n/a
FIRELOCKS	0	0-1	0	0
FLINTLOCKS	0	0-1-2	0-1	0

Modifiers to the number of Musketry dice rolled

Firer's MMG is 3 or 4 OR Firer shot at the same target earlier that turn or in an earlier turn...+1

Firer is a Platoon Fire tactical unit OR Firer is mixed armed.....-2

Target is in Protective cover OR Target is in Open Order .....-2

Poor Weather Conditions...-3 Target is in Earthworks.. - 4 Target is Mounted..... + 1

If there is a skirmish hit , roll three dice. Consult the table based on the number of 9s rolled.

No x 9s = No Effect on the unit 1 x 9s = Stand Halts in place with no hits

2 x 9s = Stand Halts in Place w/ Casualty 3 x 9s = Stand Retreats 30 yds w/ casualty

### FIELD MELEE COMBAT CHARTS

Select the Column which reflects the status of you and your opponent.

CAVALRY COMBAT (Contact/Engaged)

Target Tactic > STEEL FIRE MIX

Cavalry	0 / 0-1	0-1 / 0	0 / 0
Dragoons	0-1 / 0-1	0-1 / 0-1	0-1 / 0-1
Open/Lgt Cav	0-1-2 / 0-1	0-1 / 0-1	0-1 / 0
INF w/ Bayonet	0 / 0	0-1 / 0	0 / 0-1
Inf w/ Pike	0 / 0	0-1 / 0	0-1 / 0
Inf w/ Mixed Melee	0-1 / 0-1	0-1-2 / 0-1	0-1-2 / 0-1

#### INFANTRY COMBAT (Contact)

Target Weapon > Bayonet Pike Mixed Melee

Mounted 0 0-1 0

Infantry 0-1-2 0-1 0-1

Open Infantry 0-1-2 0 0-1-2-3

Situation Modifiers for both Cavalry and Infantry Combat

Add one to hit number (ex 0-1 > 0-1-2)\*\*

Your stand has twice (2x+) or more castings than your opponent;

Infantry engaged from the prior turn; Your MMG is higher than your opponent

Enemy is holding in woods, rough, Protective Position, Earthworks... Only a O roll will hit

#### Sequence of Play

##### Phase I - Administration

1. Send / Signal Orders
2. Place Tactical Order Chits

##### Phase II - Artillery Fire

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

hit

##### Phase III - VOLLEY Musketry

1. Volley and Platoon Rated Units fire muskets and bows
2. Check Morale for those units receiving casualties
3. Skirmish fire (Certain results will cause morale losses without a check)

##### Phase IV - Platoon Fire Musketry

1. Platoon Rated Units fire muskets (No Skirmish Fire)
2. Check Morale for those units receiving casualties

##### Phase V - Declaration of Charges

Reveal ALL tactical order chits. State Charging units and the target of a charge

##### Phase VI - Movement

1. Conduct Facing Changes
2. Conduct Charge Moves
3. Conduct Normal Moves
4. Unlimber/Prolonge guns

##### Phase VII - Melees

1. Resolve Objective Combat and conduct retreats
  2. Resolve New Field Melees by round
  3. Conduct Pursuit Moves and Pursuit Melee
  4. Resolve Engaged Melees
- Retreats
- 2A. Conduct Morale Checks &
  - 3A. Conduct Retreats and Morale Checks
  - 4A. Conduct Retreats & Morale Checks