

Turn Sequence

A. Command Phase

1. Both players roll for command dice (CDs) 1, 2, 3, or 4 dice
2. Roll to determine initiative for the first pulse (Doubles?)

B. Pulses:

1. Side with Initiative makes SK attacks
2. Simultaneous artillery fire
3. First Side Phasing than Second Side Phasing:
 - a) Control Segment: Issue CDs and take control tests
 - b) Movement Segment: Move units
 - c) Combat Segment: Resolve combats
4. Remove suppression from artillery units
5. Roll to determine initiative for next pulse, & return to 1.
OR, if the turn ends, check against the Basic Length.
 (If d4 ≤ # of completed pulses the turn ends)

Rolling for Initiative

1. Roll 2d6. One player rolls a D4. (D4 = even roller wins ties)
2. The **low-rolling** player declares if he wants uses CDs to re-roll
3. After he re-rolls, the **higher-rolling player** declares any re-rolls
4. The **re-rolled dice**, if lower than the original roll, must be used.
5. If a player rolls **Doubles** he gets extra CD's = to d4 rolled above

Skirmishing

1. **Initiative side only** can make SK attacks
2. SK1 rolls 1 die; SK2 rolls 2 dice; SK3 rolls 3 dice; @ 6"
3. To *Hit Infantry, Mx Infantry, or to Suppress Artillery*, each roll of 6+ Hits
4. **Mx Infantry or Cavalry support** within 2",
or total Cover gets a saving throw saving on a 4+
5. No more than 1 SK attacker per target
8. **No SK** across Impassible terrain, Out of a town, in Snow or Rain

Battery Suppression & Relocation

Non-attached suppressed batteries may move 6" & within Radius

Artillery Fire	Canister (2 Dice)	Round Shot (1 Die)	Hit #
Heavy 9-12#	0-6"	6-16"	4+
Light 6-8#	0-4"	4-12"	5+
Artillery Bonuses: (Re-roll any dice that Miss for Hit #)			
*If firing at a Vulnerable target (Rivers, Fording, Bridges)			
*If firing at a at target's Flank or Rear			
Artillery Fire Re-Rolls: (Re-roll any dice that Hit, for Hit #)			
* When firing on a unit in cover			
* When firing counter battery			

Control Tests: Force Status

- Sub-Commander within 20"**, may give up to 2 CDs
- Sub-Commanders within 40"**, may give 1 CD
- Sub-Commander beyond 40"**, may give 1CD (at cost of two)
- Each sub-commander rolls 2 dice Plus Army Commander dice (0, 1, or 2) and Picks Two and adds his modifier for the total
- No enemy within 20"** of any Force unit: May choose "Hold"
- Grabbing Lapels:** Army or Wing Commander (Base to Base contact) may give one Sub-Commander any status.

Distance from Enemy Units

Modified Roll	≤ 20"	> 20"
≤3	Withdraw	Hold
4-6	Hold	Hold
7-9	Active	Active
10+	Attack!	Active

Force Status

- Withdraw** – units must move to be 20" away from enemy
- Hold** – Infantry & Cavalry Free Face change, Artillery & Officers may move
- Active** – Normal movement
- Attack** – Infantry and Cavalry must attack using all movement

Commanders & Wing Commanders May

- Issue CD's to Sub-Commanders
- Add a die to a combat within 20" (one CD cost)
- Re-roll a movement die with a (one CD cost)
- Influence a Recovery attempt with a (one CD cost)
- Influence the Initiative roll with a (one CD cost)
- "Grab the Lapels" one Sub-Commander per pulse (Base to Base)
- Move Commanders (cost one CD)

Sub-Commandres (within 3") Once per Pulse may:

- Re-roll a Movement Roll
- Re-roll a Recovery Roll
- If a +1 die, +2 die, or +3 die Rating may add Bonus dice to Combat
(Casualty Check required if using the above Combat die)

"Beyond" Sub-Commanders Radius

- Considered **Vulnerable**
- No Skirmish** Attack
- No Artillery** Fire in Artillery segment
- No recovery**

Movement Allowances		
Type	Base Move	Enemy Within 6"
Foot Artillery & Fast Infantry	12"	6" + 1d6
Slow Infantry	10"	4" + 1d6
Light Cavalry	16"	10" + 1d6
Horse Artillery & Heavy Cavalry	14"	8" + 1d6
Officers	18"	18"
6" rule: (1 = No closer to Enemy, 6 = Attack Enemy)		
Army Commander movement cost 1 CD		
Foot Artillery that Fire only move half		

Terrain	Rough/Woods	Obstacle	Rds
Infantry	SK0 = Prohibited Others move at 1/2	+2"	x1
Light Cavalry	Moves at 1/2	+4"	x1
Heavy Cavalry	Prohibited	+4"	x1
Foot Artillery	Prohibited	+4"	x2
Horse Artillery	Prohibited	+4"	x2

Resolving Combat		To-Hit Numbers
Unit Type	Rolling Against	Hits on
Infantry vs	Any except...	5+
Infantry vs	Cover or Attacking Cavalry	6
Cavalry vs	Any except...	5+
Cavalry vs	Units in Cover	6
Most hits wins, ties to defenders		
Fallback is 3" + Hit difference		
Light & Heavy Cavalry may not attack a town		
Heavy Cavalry may not attack in Rough or Woods		
Squares never Fallback and must be broken to win		
Attached Artillery: Rolls Escape for hits only		
Defender Broken = Artillery Destroyed		
Defender falls back = Artillery Falls Back		
Bonus Dice:		
* Army commander within 20" may add one CD.		
* MX unit, not fighting in or for town.		
* +? dice Sub-commander within 3" (once per pulse)		
Re-Roll Bonuses: (Re-roll dice that Miss, 6 to Hit)		
* Heavy Cavalry rolling against Light Cavalry		
* Rolling against an enemy who is Flanked		
Re-Roll Penalties: (Re-roll dice that Hit, 4+ to Hit)		
* Rolling unit is Vulnerable (River, Bridge, or Forging)		
* Rolling unit outside radius of its sub-commander		

Movement Summary
Wheeling: Any unit may do so as a function of movement
Change Face: Rough terrain cost all Mp's to turn 90° or 180°
Cavalry: once, free, at the beginning of a move
Infantry: once, at beginning of move, for three Mp's
Retrograde or Flank Move (not within 6" of Enemy):
Artillery: flank move or retrograde is free
Infantry and Cavalry: double cost to move (no contact)
Oblique: Up to 45 degrees, forward only, free. May contact
Interpenetration: Friendly units may interpenetrate, Infantry pays additional 3" to penetrate a friendly infantry. May contact
Elevations: One extra movement point per change

Cavalry Evasion
At Contact Resolve Evasion:
Cavalry may evade Infantry Automatically or turn and fight
Cavalry vs Cavalry each side rolls one die: Modified High Roll wins (+1 Light Cavalry or +2 Cossacks to die roll)
Evading unit faces away & full moves or moves to Sub-Commanders Radius
Attacker wins the Defender takes a 1 Sp hit prior to Melee

Artillery Escape		
Defender	Attacking Infantry	Attacking Cavalry
Foot Artillery	7	6
Horse Artillery	9	7
To Escape: roll ≤ to above number on 2d6:		
Full move or to the limit of Sub-commanders Radius		
Artillery attached to Infantry share fate of Infantry		
Else Artillery destroyed		
If either die is odd, attacker takes 1 Hit maximum		
Officer Replacement		
Wing Commanders are not replaced		
-2 to Sub-Commander Rating		
-1 to Army Commander Level		

Recovery
A unit may roll to remove hits if:
* It is at least 20" from any enemy units
* Its Force is "Inactive" in this Pulse.
Roll less than the current number of hits on 1d6:
If successful remove 1 hit.
Army Commander ≤20" may use 1 CD for 1 re-roll per unit.

Army Morale Check
2 Dice + Turn # + Units lost beyond BP:
Count Infantry & Cavalry for Casualties & all for BP calc.
≤ 14 Army Passes; >14 Army fails
Roll when equals or exceeds Armies Break Point