

Turn Sequence	Active Player	Non-Active Player
1. Rally Phase	Remove Unformed markers unless in Melee or certain Terrain	N/A
2. Movement Phase	Perform Unit Moves/Charges: Momentum Units first	Perform Evades and Diagonal Charge Reactions
3. Shooting Phase	Active player Shoots	Track Hits: Shaken? Catastrophe Test?
4. Melee Phase	Fight Assesses results for each combat immediately: 1. Loser: CaTs? Broken? Assess Brigade Losses and Flight Path CaTs? 2. Winner: Pursuit or Exploit?	

UNIT MOVEMENT ACTION ALLOWANCES	
Unit Type	Unformed?
Heavy Foot	1 Action* All Units when moving Diagonal and/or Turning or About-Face UNLESS THEY SURRENDER 1 MOVE ACTION.
Light Foot	2 Actions
Heavy Mounted/Elephants	2 Actions**
Light Mounted	3 Actions

*Warrior Order Foot may Move 1 Box Forward and Forward Charge; Open Terrain only

**Elephants lose 1 Movement Action if they perform a Turning Move or About Face.

MOMENTUM
Heavy Units that initiate Forward or Diagonal Movement and are part of a Brigade that has moved any one Unit beyond its Deployment Zone, are under MOMENTUM.

ENDING MOMENTUM
Unit Momentum is suspended for any one of the following circumstances:
<ul style="list-style-type: none"> Passes a Control Test. CT is optional.
CT failed: Unit must move one Box forward (or up to a full move); can include a Diagonal Move if the Unit type is eligible.
CT passed: Unit stops or can make a Turning Move or About Face or Hedgehog.
The Unit Charges into Melee (including when performing a Diagonal Charge).
Shooting: A Unit equipped to Shoot may suspend Momentum when within Shooting range of a target.
Unit encounters any obstruction (e.g., friendly Units not under Momentum or already moved, impassable terrain, defensible terrain, table edge).
Unit will lose Brigade Contact at the end of the Movement Phase.
No enemy Heavy Unit or Camp directly to its Front within 6 Boxes.
Unit is Out of Command

EVADE
Eligibility and Procedure
Open and Loose Order Foot must Evade from Heavy Foot and may Evade from Elephants;
Open and Loose Order Mounted must Evade from all Heavy Units and Elephants;
Open Order Foot or Mounted may Evade from Loose Order Foot or Mounted respectively
To Evade: Must pass a Control Test
Success: Move 1 Box Backwards retaining facing or facing enemy; Shoot in your turn. Enemy follow up 1 Box.
Failure: Unit Dispersed (removed); enemy complete their move.

CONTROL TEST (CT) PROCEDURE	
Roll 1 D6. Success: D6 result less than the modified Unit Combat and Control Value	
CONTROL TEST MODIFIERS BY TEST TYPE: APPLY TO UNIT CCV	
To:	Steady Unit specific Modifier: Army Lists / Rules +1
<ul style="list-style-type: none"> Initiate Movement while Out of Command; Mounted Withdrawal from Losing/Tied Melee with Foot; 2+ Hits from Massed Archery; Form (non-Active Turn) or change out of Hedgehog 	
To:	Steady Unit specific Modifier: Army Lists +1
<ul style="list-style-type: none"> Stop Momentum; Not Pursue 	
To:	Steady Difference in Movement Allowance: 0, +1 or +2 Enemy Unit has Shock -1
<ul style="list-style-type: none"> Evade 	
To:	Steady Shock Cavalry (Gallopers) +1
<ul style="list-style-type: none"> Finish Charge (all Heavy Cavalry (Pistols)) 	
SHOOTING PROCEDURE	
Roll Shooting Combat Dice allotment (= CCV plus/minus D6s as per modifiers; min. 1 D6); each 4-6 = Hit	
SHOOTING RANGES	
Unit/Weapon	Range in Boxes
Light Foot and Light Mounted: Javelin	1 Box
Close or Massed Order Foot: Massed Archery	Bow: 3 Boxes Longbow: 4 Boxes
(up to 2 consecutive Massed Archery shots per game)	
Foot: Muskets / Longbow	3 Boxes
Foot: Arquebus / Bow / Crossbow	2 Boxes
Mounted: Bow / Crossbow / Arquebus / Musket	2 Boxes
Mounted: Pistol	1 Box (Forward only)
Artillery:	Light: Case:1-2/ Ball: 3-4 Field: Case:1-2/ Ball: 3-5 Heavy: Case: 1-3/ Ball: 4-6
Caseshot 2 D6 x Target Depth (Shallow: 1; Med.: 2; Deep: 3)	
Ballsot 1 D6 x Target Depth (Shallow: 1; Med.: 2; Deep: 3)	
SHOOTING MODIFIERS	
Shooter and Target	Modifiers affect # of D6s thrown
Shooter Shaken	-1
Shooter Unformed	-1
Shooting Range:	
*All Units (except Artillery) Shooting 2 or more Boxes range	-1
*Heavy Infantry Firearms 1 Box range	+1
Shooter Stationary Formed Heavy Infantry Firearms	+1
Shooter Mounted and Moved or Charged this Active Turn or Evaded last (enemy) Turn	-1
Shooter Mixed Unit	-1
Target Well Armoured	-1
Not applied to Firearms, Artillery, or Crossbows (1 Box range)	
Target in Cover (Woods / Rough / Villages / Walls etc.)	-1
Salvo: Shoot then Charge or remain stationary and Shoot. 1 Box range directly forward only.	
Shooting effects: 4-5= 1Hit; 6=2 Hits. Melee effects: Target Rupture Trigger -1 this turn if Shooting Hit.	

COMBAT EFFECTS	
Shooting	Target suffers Hits \neq Unit Shaken Trigger: becomes Shaken Target suffers Hits \neq Unit Catastrophe Trigger: Catastrophe Test
Melee	Unit suffers Hits \neq to Unit Shaken Trigger: becomes Shaken AND Winner: No Catastrophe Test for any reason Loser: If accumulated Hits \neq Unit Catastrophe Trigger: Catastrophe Test ; and/or do Rupture Catastrophe Test if Winner inflicted difference in Hits \neq Rupture Trigger of Shaken Losing Unit or Steady Loser facing Shock Winner. Tie: If accumulated Hits \neq Unit Catastrophe Trigger: Catastrophe Test ; one or both Units must test and can both Break.

CHARGE ELIGIBILITY
1. Heavy Units vs. All (Foot may Diagonal Charge Mounted Units that are already engaged in Melee from a previous Turn only). 2. Light Units vs. other Light Units, Elephants. Turning Moves must be first Movement Action before performing a Forward Charge. A Unit that performs a Diagonal Charge and the target Unit become Unformed.

MELEE PROCEDURE
Roll Melee Combat Dice allotment (= CCV plus/minus D6s as per modifiers; min. 1 D6); each 4-6 = Hit

MELEE MODIFIERS	+/- D6s thrown
Melee Modifiers:	
Order Density Superiority:	+1 if Superior Order*
Order Densities in descending order of superiority:	
1. Close Order (Pike)	
2. Close Order	
3. Massed Order	
4. Warrior Order	
5. Loose Order	
6. Open Order	
Light Mounted vs Light Foot	+1*
Terrain:	
Foot defending Terrain	+1*
Unit Condition:	
Unit Shaken	-1
Unit Unformed	-1
Shock Bonus	+1 or +2 **
Missile Reliant Unit (bow, x-bow, arquebus, or musket) fighting non-Missile Reliant Unit	-1
Pike-Block Aggression vs Heavy Foot (Vs. Melee Opponent to the Front only)	+1 (Italians, Spanish, or French); +2 (Swiss or Landsknechts), or; +3 (Swiss vs. Landsknechts - both)*
Opponent Flank or Rear Attacked	DOUBLE MODIFIED DICE

*Plus (+) Melee Modifiers not applied to **Unformed** Units. **See Army Lists for specific Shock bonus.

FLANK OR REAR ATTACKS
FLANK or REAR Attacked Unit is Unformed.* ALL Formed or Unformed Attackers (Flank / Rear / Front) get DOUBLE their modified allotment of dice against a Flank / Rear Attacked opponent. * Melees otherwise resolved normally. **See the Special Rules for Pike-Blocks, Colunelas, Tercios, and Hedgehogs.

CATASTROPHE AND RUPTURE TEST (CaT) PROCEDURE
Roll 1 D6 seeking result less than the modified Unit Combat and Control Value. Success: Unit OK; Failure: Unit Broken and Removed; Check for Brigade and Flight Path CaTs

CATASTROPHE AND RUPTURE TEST MODIFIERS BY TEST TYPE: APPLY TO UNIT CCV	
Accumulated Hits (\neq Unit Catastrophe Trigger)* from Shooting or when Melee Loser or Tied;	Steady +1 Melee in Flank or Rear: -1
*Shaken Elephants Lost/Tied Melee take CaT.	Unit already had a CaT marker: -1 Mounted Fighting Elephants: -1
Rupture Test: Loser is Shaken (or Steady facing Shock Winner) AND suffers Hit difference \neq Unit Rupture Trigger	
Brigade Losses or Broken Unit Flight Path:	Unit in Flight Path Steady: +1 Unit in Flight Path of Elephants -1
Shaken Unit in Contact with Broken Unit in Brigade OR any Unit (Steady or Shaken) in the Flight Path of Broken Heavy Unit friends	

AFTER MELEE VICTORY: PURSUIT AND EXPLOITATION
Pursuit: Warrior Order, Units with Shock, any Mounted Unit, or Elephants that caused the enemy Unit to Break must perform a CT: Fail = Pursue; Pass = Exploitation or remain stationary. Pursuit Move is a full move forward or double move with a CT D6 result of "6". Become Unformed. Exploitation: Occupy enemy Box or remain stationary; retain facing.

UNFORMED: CAUSES AND EFFECTS
Movement: All Units become Unformed when they perform a Diagonal Move and/or Turning Move UNLESS THEY SURRENDER 1 MOVEMENT ACTION. Close Order Heavy Cavalry (Reiter and Cuirassiers) that move/Charge 2 Actions.
Terrain: Note that a Unit Charging an enemy Unit occupying Terrain is also "in" that Terrain. Heavy Foot and all Mounted Units in or exiting Woods, Rough Ground, Village or Camp (Hy Foot only); Close/Massed Foot and all Mounted Units in/exiting Broken Terrain; all Units in/exiting a River Ford. All Foot crossing or Charging a defender across a Linear Obstacle (Mounted prohibited).
Charges and Melee Effects: Any Unit that Performs a Diagonal Charge or is the target of a Diagonal Charge Any Unit Unformed and Charges into Melee, or is itself Charged, remains Unformed until the Melee is concluded, and the Unit starts its next Active Phase. Any Unit engaged in Melee to its Flank and/or Rear. Any Unit that performs a Pursuit Any Mounted Unit that attempts a Withdrawal from Melee. Reiters failing a Caracole Evade.
An Unformed Unit suffers the following effects: 1. Shooting and Melee: -1 2. Melee: Lose all Melee plus modifiers (e.g., Order Superiority, Terrain, and Shock); retains Flank/Rear attack Double Dice 3. A Kiel Brigade Pike-Block Unit may not participate in "Hit Transfer" (both to transfer or receive them).