## SEQUENCE OF PLAY

**1. Command Determination:** Attacker determines which units are in command and which are not
**2. Movement:** Attacker moves any unrouted units
**3. Rally:** Attacker rallies routed units in direct base contact with a general
**4. Morale Tests:** Both sides must test morale for all units within Close Range of enemy fire units
**5. Combat:** All combats—ranged and melee—are resolved in the order the Attacker desires
**6. Switch Initiative:** Defender becomes the attacker

## COMMAND DETERMINATION

Units within 6" of a friendly commander are in command and may move normally. Any units out of command only move half their distance—never closer to a visible enemy—and are marked **Disordered**. Out of command units cannot recover Disorder and are never considered "Stationary" for Morale or Combat.

## MOVEMENT

Infantry, Skirmishers, Heavy Artillery………….. 12"
Heavy Cavalry & Field Artillery…………………. 18"
Light Cavalry, Horse Artillery, Generals……….. 24"

*Road Movement*        x3 speed

Units may make one facing change at any time during movement, but otherwise advance in their forward 45 degree arc and maintain facing. A second facing change costs half the unit's movement. Limbering and unlimbering are each facing changes. Skirmishers, limbered artillery, and Generals move freely.

Units must remain 1"+ away from all enemy units unless charging. Charging units are limited to one facing change at the start of the movement and the remainder must be conducted straight ahead.

## DISORDER

Disordered units may automatically recover by forfeiting half of their movement. They may not charge an enemy this turn.

## RALLY

Units with a commander attached recover from Routed status if they roll their Morale or lower.

## MORALE

All units within Close range of enemy fire test Morale. Failure results in a Disorder marker. Disordered units that fail Morale are Routed—take one casualty and a full move to the rear. Routed units may not move or fire until rallied. If attacked in melee, a Routed unit automatically Routs again.

**Morale Modifiers:** Morale is modified by the status and location of the unit testing, per below:

| | |
|---|---|
| Army commander attached: | +1 |
| Defending Building or Works: | +1 |
| Stationary Inf./Art Defending High Ground: | +1 |
| Melee against an enemy unit in flank: | +1 |
| Melee against enemy skirmishers: | +1 |
| Heavier cavalry melee against lighter cav. | +1 |
| Disordered: | -1 |
| Melee against artillery from the front: | -1 |
| Non-cavalry unit melee against cavalry: | -1 |
| Unsupported unit in melee*: | -1 |
| Attacked from the flank: | -1 |

*A unit is unsupported if it does not have friendly infantry/cavalry/artillery within 3".

## COMBAT

### WEAPON RANGES

| Type | Close | Long |
|---|---|---|
| Musket | - | 2" |
| Rifled Musket | - | 4" |
| Field/Horse Artillery | 4" | 10" |
| Heavy Artillery | 6" | 12" |

Combat includes ranged fire and melee. Resolve each combat before the next. Defending units conduct a counter-attack in melee or Close range (not Long).

| Unit | Moved | | Stationary | |
|---|---|---|---|---|
| | Fire | Melee | Fire | Melee |
| Skirmisher | 1 | 1 | - | - |
| Infantry | 2 | 4 | 4 | 6 |
| Cavalry | - | 4 | - | - |
| Artillery | 1 | 1 | 2 | 2 |

Results of 6 are hits. Artillery hits on a 4-6 at Close range. If good order cavalry is attacking a Disordered unit, the cavalry hits on a 5-6. The unit suffering the most hits is Disordered and retreats a half move away. The winner takes the ground.