

## **RANGED FIRE**

Ordered units may conduct ranged fire at a range of 2+ hexes.

Look at Unit reference chart for base number of dice (usually either 2 or 1)

Modify as follows:

- Units at full strength +1 dice  
(4 blocks / 5 blocks French Regulars)
- Leader attached to unit +1 dice  
(Artillery do NOT get this bonus)
- Firers have moved -1 dice  
(Light infantry of all types do not lose a dice when moving, artillery may not move and fire)
- Card bonus(es) as written
- Terrain Ranged combat reductions as written

Target units apply unit symbols rolled as casualties (remove one block per), and apply flag results as 1 retreat per flag – NOTE certain card effects etc. allow targets to ignore some results.

## **MELEE COMBAT**

Ordered units must conduct melee vs adjacent enemy units (choose which if more than one)

Look at Unit reference chart for base number of dice (usually 2, but Grenadiers, Guards Rangers and Highlanders charging 3)

Modify as follows:

- Units at full strength +1 dice  
(4 blocks / 5 blocks French Regulars)
- Leader attached to unit +1 dice
- Infantry moved into contact -1 dice
- Card bonus(es) as written
- Terrain melee combat reductions as written

Target units apply unit symbols and sabres rolled as casualties – one block per (NOTE Non-British & Non Marine Light Infantry, Militia and Light Cavalry do NOT hit on sabres);

and apply flag results as 1 retreat per flag – NOTE certain card effects etc. allow targets to ignore some results.

Note if a unit chooses Retire and Rally then the attacker rolls combat dice but only unit symbol hits are applied (i.e. not sabres and flags)

Defending units still in combat may battle back.

Units with Leaders attached, Highlanders and Light Cavalry may bonus melee if they take ground (can take ground after Retire and Rally or Retreat as well as destroying unit. NOTE infantry that move to take ground get -1 dice in any bonus melee.

## **MORALE ADJUSTMENT (Ignoring Flags)**

NOTE that no unit may ignore more than two flags.

Units supported 2+ adjacent – Ignore 1 flag friendly units

Leader attached to unit - Ignore 1 flag  
Lone Leader adjacent to unit - Ignore 1 flag  
Light Infantry in forest - Ignore 1 flag  
Guards Infantry - Ignore 2 flags  
Grenadier Infantry - Ignore 1 flag  
Highlanders at full strength - Ignore 1 flag  
At start of a melee  
Terrain effects as written

## **RISK TO LEADERS**

If a leader is with a unit that loses one or more blocks to Ranged Fire or Melee throw 2 dice – 2 Sabre results equals Leader killed

If a leader is with a unit that is eliminated by Ranged Fire or Melee roll 1 dice – a Sabre result equals Leader killed.

Lone leaders can be engaged in Ranged Fire or Melee – rolling 2 Sabres in Ranged Fire, or 1 Sabre in Melee, eliminates the Leader.

Note any check above that does not eliminate the Leader causes him to retreat 1 – 3 hexes.

## **RALLY CHECKS**

Units must make a rally check in the following circumstances:

- Immediately after a retreat caused by Ranged Fire or Melee.
- Immediately after a Retire and Rally move
- Immediately after an attached leader or adjacent leader is eliminated
- NOTE Leader with a unit that fails it's Rally Check rolls 2 dice – any Flag means the Leader does not rout but must retreat 1 – 3 hexes.

Roll 1 dice per remaining block in the unit, and adjust as follows:

- Unit at full strength +1 dice
- Leader attached +1 dice
- Guard Infantry +2 dice
- Grenadier Infantry +1 dice
- Militia & Provincial Infantry +1 dice
- Infantry & Artillery retreating from Cavalry (not after battle back, or Used First Strike/Ambush/Whites Of their Eyes) -1 dice

Any result of a Flag means the unit rallies, otherwise it routs and is removed from the battlefield giving opponent a Victory Point. Note Lost Leaders (unless they retreated off the battlefield) also give opponent a Victory Token.

## **RETREAT MOVES**

Units that retreat due to Flag results, or Retire & Rally moves, must follow the following rules.

Units move a number of hexes equal to their Retreat Hexes number (1 for non-Militia/Provincial Infantry and artillery; 2 for Provincial Infantry and Cavalry; 3 for Militia Infantry) multiplied by the number of Flag results being applied.

Units must retreat backwards towards their own baseline, and movement rate is unaffected by terrain (except impassible terrain stops movement in the same way as units / baseline)

Units may not move sideways or forwards during a retreat.

Units may cease a retreat without penalty if they enter a hex containing a lone friendly leader.

Units cannot pass through friendly or enemy units, enemy lone leaders, or exit the battlefield via their baseline (also if halted by impassible terrain). If this occurs before the total number of hexes calculated for the retreat have been made remove 1 block from the unit per unmoved hex.

NOTE leaders must accompany a retreating unit they are attached to.

## **LEADER RETREAT MOVES**

Leaders retreat between 1 and 3 hexes. Like units their move is affected by terrain as set out above.

They can move through friendly units and leaders, but must end the retreat either attached to a unit or in an empty hex (i.e. cannot have two leaders in one hex).

If a leader's retreat is blocked by enemy units (note can retreat through a lone enemy leader without penalty) he chooses a unit to try and retreat through – that unit throws it's normal melee dice and any Sabre hit kills the leader (even if the unit does not normally hit on Sabres), otherwise retreat continues.

A leader can retreat off the table (must do if he suffers a mandatory retreat on his own baseline), and is considered lost to the battle but does not give the enemy a Victory Point