

BREAK TESTS

TEST WHEN:

- A unit is shaken by ranged attacks including by closing/traversing shots.
- A shaken unit takes further casualties from ranged attacks.
- On the roll of a 6 'to hit' by ranged attacks requiring better than 6 to hit.
- On two rolls of 6 'to hit' by ranged attacks requiring a 6 to hit.
- If a fighting unit is defeated in hand-to-hand combat.
- If a fighting unit that is already shaken draws a hand-to-hand combat.
- If a unit is supporting a fighting unit that breaks or is shattered

BREAK TEST MODIFIERS (2D6):

- For Break tests due to ranged attacks add excess casualties suffered by the unit to the dice score.
- For Break test due to hand-to-hand combat add the difference in casualties suffered to the dice score
- +1 if the unit is *disordered*
- +1 if the unit has suffered at least one(1) casualty from *artillery*.
- -2 if unit has taken no casualties.

DICE SCORE	UNIT	RANGED ATTACKS	HAND-TO-HAND
4 or less	Infantry	Hold your ground without penalty	Hold your ground without penalty
	Cavalry	Hold your ground without penalty	Give ground in good order together with supports
	Skirmishers	Hold your ground without penalty	Hold your ground without penalty
	Artillery	Hold your ground without penalty	Unit breaks and is destroyed
5	Infantry	Hold your ground without penalty	Hold your ground without penalty
	Cavalry	Hold your ground without penalty	Give ground in good order together with supports
	Skirmishers	Retreat in good order	Give ground disordered
	Artillery	Hold your ground without penalty	Unit breaks and is destroyed
6	Infantry	Hold your ground without penalty	Hold your ground without penalty
	Cavalry	Hold your ground without penalty	Give ground in good order together with supports
	Skirmishers	Retreat disordered	Break if shaken, Give ground disordered
	Artillery	Hold your ground without penalty	Unit breaks and is destroyed
7	Infantry	Hold your ground without penalty	Give ground in good order together with supports
	Cavalry	Retreat in good order	Give ground disordered together with supports
	Skirmishers	Retreat disordered	Break
	Artillery	Hold your ground without penalty	Unit breaks and is destroyed
8	Infantry	Hold ground disordered or retreat in good order	Give ground in good order together with supports
	Cavalry	Retreat disordered	Give ground disordered together with supports
	Skirmishers	Retreat disordered	Break
	Artillery	Unit breaks and is destroyed	Unit breaks and is destroyed
9	Infantry	Hold ground disordered or retreat in good order	Give ground disordered together with supports
	Cavalry	Retreat disordered	Break if shaken, otherwise give ground together with supports - all disordered
	Skirmishers	Break if shaken, otherwise Retreat disordered	Break
	Artillery	Unit breaks and is destroyed	Unit breaks and is destroyed
10	Infantry	Retreat disordered	Break if shaken, otherwise give ground together with supports - all disordered
	Cavalry	Break if shaken, otherwise Retreat disordered	Break if shaken, otherwise give ground together with supports - all disordered
	Skirmishers	Break if the unit has suffered any casualties, otherwise Retreat disordered	Break
	Artillery	Unit breaks and is destroyed	Unit breaks and is destroyed
11	Infantry	Break if shaken, otherwise Retreat disordered	Break if shaken, otherwise give ground together with supports - all disordered
	Cavalry	Break if shaken, otherwise Retreat disordered	Break
	Skirmishers	Break	Break
	Artillery	Unit breaks and is destroyed	Unit breaks and is destroyed
12	Infantry	Break if unit has suffered any casualties, otherwise Retreat disordered	Break
	Cavalry	Break if unit has suffered any casualties, otherwise Retreat disordered	Break
	Skirmishers	Break	Break
	Artillery	Unit breaks and is destroyed	Unit breaks and is destroyed

Mail, Pike & Powder

Command Modifiers

Modifier	Situation
-1	For every full 12" between the command and the unit
-1	enemy with 6" of the unit
+1	Attack/ March column, Limbered Artillery
+2	March column/ Limbered Artillery on road or track

Movement

Standard movement unless below	6"
Light Chariots, All Formed Cavalry, Limbered Horse Artillery	9"
Light Cavalry in open order, Horse Archers	12"
Manhandled Medium/Light artillery	3"
Heavy and siege Artillery, Hedgehog	NA
Commander on Foot	18"
Mounted Commander	24"

Movement Modifiers

Woods	Units must be in open order commanders If not skirmish capable ½ move
Rough	Skirmish, command & open order move normal All else get only one move
Linear	Skirmish, command & open order move normal
Obstacle	All else lose one move
Buildings	One move to enter or leave
Free Moves	March column/ Square/Limbered Artillery/baggage May move once if failed order Shaken & Disorder may move once away from enemy

Morale Saves

+1	Attack Column unless hit by artillery
+1	Light cover, Square, Wedge, Hedgehog
+2	Heavy cover
-2	March Column
-1	Hit by artillery at long range
-2	Hit by artillery at close or medium range
-3	Hit by Heavy or siege artillery
+3	Fortification
+2	Testudo

Combat Modifiers

+1	For each Rear/Flank Support
+2	Cavalry vs non-pike infantry
+2	Pike vs Cavalry
+3	Square/Hedgehog vs Cavalry
+3	Fortification/Building

Sequence of Play

Command

- Check Battalia Morale > half lost or shaken
- Elite
- Initiative moves (within 6" of enemy)
- Other moves (Proximity Rules 12")
- Rally, "Follow-me!"

Shooting

- Shoot with units

Hand-to-Hand

- Both sides fight

Remove Disorder

- Any units disordered in the last turn

Hand-to-Hand

Modifiers

To the die roll

+1	Charging/Countercharging
+1	Won last round
-1	Shaken and/or disordered
-1	Skirmish
-1	Engaged to flank or rear
+1	Attacking down hill

To the Number of Dice

Square	1 die per face
March Column	1 die
Limbered Artillery	NA
Enfilading Infantry or Artillery	Double dice
Buildings	2 dice per face

Shooting

Ranges

Pistols, Shotguns & Thrown weapons	6"
Slings, Short Bows, Smoothbore carbine	12"
Bows, crossbows, smoothbore musket, Rifled carbine	18"
Light Artillery, Rifled musket, Breach-loading carbine	24"
Breach-loading rifles, Bolt-action carbine	30"
Bolt-action rifle, Medium artillery, Light smoothbore artillery	36"
Heavy artillery, Smoothbore artillery	48"

Modifiers

To the die roll

-1	Shooter shaken and/or disordered
-1	over ½ range
-1	target is; not clear, artillery, skirmishing
-1	The target is formed and either cataphracts or the front of heavy infantry
-1	Traversing shots
+1	closing shots, artillery shooting at column or square, skirmishers

To the Number of Dice

Attack Column	1 die
Mixed Formation	1 die
Square	1 die per face
March Column	NA
Limbered Artillery	NA
Enfilading Infantry or Artillery	Double dice
Buildings	2 dice per face