Disorder (36)

Reasons for disorder

- After a fight and ensuing morale test is concluded.
- Per casualty marker from shooting. 6=disordered.
- Reaching far edge of slowing scenery unless in loose formation, 1 base column or field gun.
  5,6=vet disordered. 4,5,6= av disordered. 3,4,5,6= raw disordered.
- Infantry passing through other infantry if neither is in loose formation.

Effect of disorder

Lose 2AP if disordered when AP rolled for.

To remove disorder pay 1AP per attempt   4,5,6= OK

Movement (34)

Increments allowed:-
1 base width =4
2 base width=3   Else 2
Field guns max 2 increments.
+2" per road increment.

Infantry (field guns)	3"
Cavalry (mounted)	4"

Falter Test Table   (37)   Roll 2D6 and apply modifiers listed below

Any listed reason allows the factor to be claimed ONCE
Units and guns that wish to retreat do so **before** the falter test dice are rolled.

	Assaulting unit		Target unit
+2	Non-disordered **line** infantry. (Includes light infantry not in loose formation).	**+2**	Commander with unit. If 2 or more own units within 6"(not field guns). If veteran. Foot unit defending linear against mounted cavalry.
+2	If assaulting flank or rear. First attempted assault of game for that unit. Mounted commander with unit. Unit won last fight. If 2 or more own units (not field guns) within 6".	**+1**	No casualty markers. Won last fight. Assaulting unit is raw.
+2	No casualty markers. Target is raw/militia/field gun/dismounted cav/loose order Veteran. Target is disordered or battered. Militia assaulting Indians who are not in woods or marsh.	**+2**	Target unit defending linear obstacle or 1st on a hill (not mounted cavalry). Target unit is non-disordered line infantry (not column). (Includes light infantry not in loose formation and units charged from flank or rear).

Hessians assaulting raw +1   Scots loyalists (assaulting or target)+1
Field guns on their own being assaulted always have a +2 per gun as their factor with no modifiers.

Result of falter dice (37)

Assaulter exceeds target unit by 5 or more	Target unit routs. Rout causes 2 morale tests. Assaulter moves up to 1 base depth forward. Becomes disordered.
Assaulter has higher score	Assaulter moves in to contact. Target stays still. Carry out fight immediately.
Assaulter achieves same or lower score	Assaulting infantry stop and become disordered. Cavalry retire D6+1 inches. Not disordered. Target unit unaffected.

The fight   All bases in unit are counted (half base counts as a full base).

	Modifiers to the number of dice to be rolled due to own unit status
+1	Per base (irrespective of position). Not battalion gun.
+2	D6 for each own unit (up to 2) within 6". Not field guns.
+2	Passed falter test this turn.
+2	Mounted cavalry fighting bases in the open
+2	Indians fighting in woods or marsh
+2	Line infantry (4 men per base). Includes close order light infantry.
-2	If battered, disordered, loose formation
-2	If enemy behind linear (not mounted cavalry)
-3	If target unit attacked from flank or rear
-2	Unit has a 1 or 2 base frontage (not casualty or skirmish spacers).
-2	Militia or dismounted cavalry unit
	Modifiers to the number of dice to be rolled due to enemy unit status
-1	Target unit uphill (-2D6 if rough hill)

All units have a minimum of 2D6 after all the above modifiers are applied.
Field guns ignore **all** of the above modifiers. Instead each gun is worth 2D6 in a fight.

Every 5,6= hit

Saving roll

Veteran 3,4,5,6	Average 4,5,6	Raw/guns 5,6

Each failed save= half base lost.

After the fight (no draws)

Any destroyed unit automatically loses.
Target unit counts as winning **unless** assaulter achieves **more** casualties.
Winner takes no morale but is disordered.
Loser takes morale.
0,1,2 fails= retire D6+1 and take loses (3D6)
Loses=3D6 +1D6 raw, -1D6 vet. 4,5,6=lost 1/2
3 or more fails=routed.
Both units disordered after morale carried out.

Turn Sequence (28)

1.	Morale for any units with casualty markers. Then reform.
2.	Roll for new commanders, placed next to other commander.
3	Move commanders 3D6.
4.	Determination dice. 2D6- brigade commander – general -1 per 3"
5.	Opportunity shooting (short range)from this point onwards
6.	Roll and carry out automatic AP (arriving units, cavalry, and guns) at any point from now on.
7.	Brigade commander attempts to motivate units until he fails. Fights carried out as they occur.
8.	Repeat 7 with next brigade commander.
9.	Reinforcement dice rolls. 4,5,6 if road else 5,6. (3 bases in)
10.	In attacker's turn. Carry out flanking rolls.
11.	Return any unit command bases to forward facing.
12.	In defender's turn. Reduce countdown (21) by a D6 score.

Morale (38) (max 10 dice)

Dice	Reason
+1	Per casualty marker (up to 3)
+1	If raw unit
+1	If unit is disordered
+1	If any current casualties caused by artillery
+1	Unit in single base width column
+2	If unit is battered (not cavalry or guns)
+2	Enemy in rear or flank box (4")
+2	If testing for a rout or destruction within 6"
+2	Indians not in woods, buildings or marsh.
+3	If lost fight this turn (**only** used at end of a fight)
-1	If veteran unit
-1	Any mounted commander **within** 3"(max 1).
-2	Brigade commander with unit (do not count –1 above)
-1	Defending linear (not mounted) Not if enemy in flank box.

Each score of 4,5,6 is a FAIL result.

Results of morale Rolls

Fails	Result if not fighting	Result if Fighting
0	**"Hurrah!".** Unit unaffected	
1	**"Steady"**. Unit is allowed formation/ direction change/1 wheel only . No movement increments.	**Unit retires D6+1 Roll for losses.**
2	**"Fall back".**Retire D6+1 inches	
3	**"Retreat".** Retire D6+1 and roll for losses.	**Unit is routed**
4+	**"Run".** Unit is routed	**Unit is routed**

Retire=Level up . Fall back D6+1" (cavalry may mount) Face enemy. 2 ranks. Leave table if already on base line.

Losses =Roll 3D6 +1D6 if raw, -1D6 if vet. Scores of 4,5,6 = ½ base gone. No casualty markers placed.

Rout= Causes 2 morale tests .Remove unit from table.

Artillery (35) Shooting. 1D6 per AP (max 4). **Save** = 3,4,5,6
Canister **or** 1 base column =1 worse ■ Long range **or** in cover =1 better

	Opportunity (-1D6 if damaged)	Range	To hit	Overhead shooting Only to or from hills. 3" gap at target end.
Canister	**3D6**	**5"**	**4,5,6**	
Short	**2D6**	**10"**	**5,6**	
Long	**N/A**	**36"**	**5,6**	
Within cover		**3"**	**5,6**	

Motivation (32)
Raw =3 Average =2 Veteran=1
Unit value+modifiers+commander value= minimum score needed.
2,3 = Automatic fail   **11,12**= automatic success.
Mounted commander with= automatic success.

+1	per complete 3"
+1	Unit or commander in woods/buildings (max 1)
+1	Intervening enemy or own infantry/cavalry(max1)
+2	Unit and commander separated wood/building/ river/ hill (max 1).

Using Action Points (33)

If motivation successful roll 1D6 = AP

+1	**Unit is veteran or commander with**
-1	**Unit is raw**
-2	**Unit is disordered**
-1	**Damaged field gun**

1AP	Unit moves 1 movement increment
1AP	Infantry first shot
3AP	Infantry 2nd (final shot)
2AP	Falter test at 3" or start position if closer.
1AP	Unit front edge passes through scenery *
1AP	Unit crossing a linear (**each** time it crosses)*
1AP	Expand or contract frontage by 1-3 bases (max 1)
1AP	Facing change (max 1)
1AP	Unit (up to 3 base width) wheel 45° (max 2)
2AP	Unit (more than 3 base width) wheel 45°(max 2)
1AP	Field gun facing change, per 45°
1AP	Unit passes through another unit.
1AP	Field gun shot (max 4)
2AP	To limber/unlimber field gun
1AP	Cavalry mount/dismount (auto loose formation)
1AP	Each attempt to remove disorder

All get 1AP minimum
*Loose order **foot** or 1 base **foot** column ignore

Infantry/cavalry Shooting (35)

Roll 1D6 per base in front rank.	5,6= hit	6= hit if disor-der/off centre
Ranges	Short	Long	*Units in loose formation ignore 1st hit each turn.*
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Infantry	4"	10"	
Riflemen	4"	14"	
Cavalry	3"	6"	

Re-rolls	**Raw** 1	**Av** 1,2	**Vet** 1,2,3

Saving rolls

Basic save roll	3,4,5,6
Target in cover or at long range	1 better
Target at short range and shot at by line infantry.	1 worse
Rifle casualties place two casualty markers	