

Charge Pikes - Playsheets

Turn Sequence

- 1) **Initiative:** Initiative, move routers/pursuers, see if off-table units return.
- 2) **Movement:** Side A does charges, then normal moves. Side B does charges, then normal moves. Foot take panic tests.
- 3) **Shooting:** Both shoot. Test to complete charges or vs. shooting hits.
- 4) **Combat:** Fight combats, test morale, test to halt pursuit and vs. routing friends.

Maneuver and Formation Change Chart

Type of maneuver	Steady Grade A-C Troops	Other Troops
Wheel	Full speed..	Half speed
Changing Frontage	1(3/4)" per figure of frontage changed for infantry, 2(1.5)" per figure of frontage changed for mounted troops.	2(1.5)" per figure of frontage changed for infantry, 4(3)" per figure of frontage changed for mounted troops.
Changing Formation or About Face	This costs 1 full move. Except for forming square, the unit becomes shaken if it changes formation or does an about face within 6(4.5)" of a non-routing enemy unit.	This costs 2 full moves. Except for forming square, the unit becomes shaken if it changes formation or does an about face within 6(4.5)" of a non-routing enemy unit. The unit is shaken while in the midst of its formation change; place the unit in the new formation at once, however.
Retiring	Straight backward at half speed. One wing of a pike a pike and shot unit may also wheel backward at half speed.	Straight backward at 1/4 speed. One wing of a pike a pike and shot unit may also wheel backward at 1/4 speed. The unit becomes disordered if it retires.
Sidestepping	Straight sideways at 1/4 speed.	Straight sideways at 1/4 speed. The unit becomes disordered if it sidesteps.
Oblique Movement (45 degree angle facing straight forward)	Obliquely forward at 1/4 speed.	Obliquely forward at 1/4 speed. The unit becomes disordered if it does any oblique movement.
Mounting and Dismounting Dragoons	It costs dragoons 1/2 turn to dismount, and a full turn to mount up again. 1/10 (rounded down to a 1-figure minimum) of the figures must be used a horse-holders. The horses must be represented somehow on the table. They may not move. If an enemy unit touches them, they are dispersed and removed from play at once.	
Unlimbering Guns	It costs 1/2 move to unlimber a light gun, and a full move to unlimber a field or heavy gun. Once the guns are unlimbered, remove the (civilian) limber models from play. An unlimbered gun may not limber up again.	

Movement Chart (Inches)

Unit Type	Move	Charge	Rout/Evade/Pursue
Close-order Foot	6(4.5)	8(6)	10(7.5)
Skirmishers or Gunners	4(3)	8(6)	10(7.5)
Generals	24(18)	24(18)	24(18)
Mounted Dragoons	12(9)	12(9)	24(18)
Cuirassiers	12(9)	16(12)	20(15)
Horse	12(9)	20(15)	24(18)
Light Guns (limbered/unlimbered)	8(6)/6(4.5)	NA	NA
Field Guns (limbered/unlimbered)	4(3)/2(1.5)	NA	NA
Heavy Guns (limbered)	4(3)	NA	NA
Wagons	6(4.5)	NA	NA

Shooting Table (1 D6 per 4 figures or per gun, round up 3-figure remainder)

Type of Fire	Range	Normal, Dense	Skirmishers	Soft Cover	Hard Cover
Steady Close-order Musketry	6 (4.5)	45H 6HH	6H	56H	6H
	12 (9)	56H	NIL	6H	NIL
Unsteady or Skirmishing Musketry	6 (4.5)	56H	6H	6H	6H
	12 (9)	6H	NIL	NIL	NIL
All Mounted Fire	4 (3)	6HH	NIL	NIL	NIL
Hail Shot	Light 6(4.5)	456H	56H	56H	6H
	Field 8 (6)	456H			
	Heavy (R1) 8 (6)	34H 56HH			
Ball Shot	Light 20 (15)	56H	NIL	6H	6H
	Field 40 (30)	56H			
	Heavy (R1) 60 (45)	56HH			

Combat Table (1 die per 4 foot or dragoons, or 1 D6 per 2 cavalry. Round up 3-figure remainder)

Combat Points		Point Diff.	Higher (Cav-Cav)	Lower (Cav-Cav)
Cavalry with impetus, first impact:	3	Vs. foot unit in one rank, in the open:	0	456H (56H)
Others charging with impetus:	1			
Vs. enemy flank/rear:	2	Enemy is mounted dragoons:	1	45H 6HH (456H)
Per grade above enemy (2 max):	1	In soft or hard cover:	1 or 3	456H (56H)
Enemy shaken or routing:	2	Cavalry following up recoiling enemy unit:	2	45H 6HH (456H)
Cav vs. naked foot in the open:	3			
Heavy-armed foot:	1	Up steep slope, on impact:	1	34H 56HH (456HH)
Cuirassiers:	1	Pistol-armed cav, on impact:	1	56H (6H)
Cav vs. foot in the open, per foot unit's open flank:	1	Pike-supported foot vs. naked foot:	1	4+ 23H456HH (34H56HH)
				6H (NIL)

Rally from Rout		Halt Pursuit or Return to the Table	
Grade A/B/C/D:	-2/-3/-4/-5	Grade A/B/C/D/E:	-1/-1/-2/-3/-4
General with Unit/No general in CR of Unit:	+1/-1	General with Unit:	+1
No visible enemies within 12(9)":	+2	Outdistanced, or obstacle:	+2
		Royalist cavalry:	-3
		Other mounted troops, or any exhausted unit:	-1
		Testing to return to the table:	+2
Pass: Unit halts, disordered. Unit may do a free about face.		Pass: Unit halts, disordered. Unit may do a free about face.	
Fail: Unit keeps routing		Fail: Unit keeps pursuing	

Foot Unit Panic Vs. Cavalry Charge		Charge/Countercharge to Contact	
Grade A/B/C/D/E:	+2/+1/+0/-1/-2	Grade A/B/C/D/E:	+2/+1/+0/-1/-2
General with Unit/No general in CR of Unit:	+1/-1	General with Unit/No general in CR of Unit:	+1/-1
Enemy cavalry has no impetus at time of contact:	+2	Vs. enemy flank/rear and/or vs. shaken or routing target:	+4
Foot unit is naked:	-3	Royalist cavalry:	+2
Foot unit, per open flank:	-1	Each 2 hits suffered this turn:	-1
Shaken and/or exhausted:	-2	Exhausted:	-2
		Mtd charging steady pike-supported foot frontally:	-3
		Mtd vs. obstacle/bad ground::	-2
Pass: Unit carries on in current state.		Pass: Unit charges to contact	
Fail: Unit routs at once.		Fail: Unit recoils 1/2, shaken.	

Stand vs. Successful Charge		Reaction vs. Shooting Hits	
Grade A/B/C/D/E:	+2/+1/+0/-1/-2	Grade A/B/C/D/E:	+2/+1/+0/-1/-2
General with Unit/No general in CR of Unit:	+1/-1	General with Unit/No general in CR of Unit:	+1/-1
Each two shooting hits this phase:	-1	Each two shooting hits this phase:	-1
In square or hard cover:	+2	Shot at from flank/rear:	-1
Shaken and/or exhausted:	-2	Shaken and/or exhausted:	-1
Charged on flank/rear:	-2	Hit by heavy artillery:	-1
Surprised:	-2	In square or hard cover:	+1
Pass: Unit carries on in current state		Pass: Unit carries on in current state	
Fail: Unit routs at once		Fail: Unit drops one morale state	

Reaction vs. Losing a Combat		Reaction vs. Routing Friend in 12(9)"	
Grade A/B/C/D/E:	+1/+0/-1/-2/-3	Grade A/B/C/D/E:	+2/+1/+0/-1/-2
General with Unit/No general in CR of Unit:	+1/-1	General with Unit/No general in CR of Unit:	+1/-1
Outnumber enemy 2:1 / Outnumbered 2:1 (or more):	+1/-1	Each routing friend visible in 12(9)":	-1
Naked foot fighting cavalry in the open:	-2	Shaken and/or exhausted:	-1
Shaken and/or exhausted:	-2	In square or hard cover:	+1
Each 2 hits this round:	-1		
Each successive round lost:	-1		
Pass: Unit carries on, recoiling 2(1.5)" if not in square.		Pass: Unit carries on in current state	
Fail: Unit routs at once		Fail: Unit drops one morale state and recoils 4(3)"	