

## Brigades and Batteries Playsheet

### Turn Sequence

- 1) Initiative.
- 2) Side A moves, B does evades. Side B moves, A does evades.
- 3) Shooting, test to charge home, meet charges, or vs. shooting.
- 4) Do combats, losers test morale, do pursuits/follow-ups.

### Movement Table (Inches)

Troop Type	Move
Inf. in Column	8
Inf. in Line or Skirmish	4
Inf. in extended line	3
Inf. in square	2
Inf. Evading	10
Hvy Cav. or Cuirassiers	10/16*
Light Cav or Leaders	12/20*
Light Guns	8 (4 prolonged)
Field Guns	8 (2 prolonged)
Heavy Guns	6 (1 prolonged)
Horse Guns	12 (4 prolonged)

\* Steady cavalry charge

### Maneuver Table

Maneuver	Cost (X2 if unsteady or grade E-F)
Change Formation, Facing, and/or Frontage (once per turn)	1/2 move: Facing changes must be 90° or 180. A unit in extended line takes 1 move to change formation.
Sidestep	1/4 speed
Oblique @45 degrees	1/2 speed
Retire, same facing	1/2 speed
Limber/Unlimber	1/2 move
Reform from skirmish	1 move
Pass Through (no cost to pass thru skirm./ unlimbered guns)	No cost, but one unit must stand still. You can move through friends but not charge through friends.
Emergency Square	Not possible!
Evade. Limbered horse guns may evade.	Skirmishers and gunners. No evade vs. a steady cavalry charge starting or first visible within 4".

### Shooting (1 Die per 4 figures or per actual gun)

	Range	Scores to hit Target Types			
		Normal	Skirm	Soft	Hard
Musket Fire	4	7	9	9	10
Rifle Fire	8	8	8	8	9
Lt Can	10				
Fld Can	12	6	9	9	10
Hvy Can	16				
Lt Shot	24				10
Fld Shot	32	8	NIL	8	
Hvy Shot	40				9

### Shooting Modifiers

Ball vs. Dense:	+2	Evading:	-2
Shaken:	-2	Moving:	-2
Disordered/Skirmishing:	-1	In Square:	-1
Grade A-B:	+1	Grade E-F:	-1

### Counterbattery Effects

1-4 = Miss, 5-7 = Miss from ballshot, else gunner, 8-9 = Gunner, 10 = 1 actual gun plus a gunner from ballshot, else gunner. +2 to this roll if the guns are limbered.

**Natural Hits:** In shooting or combat, a natural 1 is always a miss, a natural 10 is always a hit. This does not apply to morale tests: Modifiers may make it impossible to pass or fail a test.

**Leaders:** Charisma: 1-3=+0, 4-8=+1, 9-10=+2. CR = 12"

### Combat (Base to Hit = 6-10. 1 Die per 4 inf. or 3 cav.)

**Cavalry in the open vs. non-square inf. rolls 1 die per figure**

**A unit following up a routing enemy does 2X hits**

Fl/rear attack:	+3	Striking to fl/rear:	-3
Fresh cav vs. non-fresh:	+2	Unit is shaken:	-3
Steady cav vs unsquared inf:	+3	Unsquared inf vs. stdy cav:	-3
Square vs. cavalry:	+3	Cavalry vs. square:	-3
Each morale grade higher:	+1	Each morale grade lower:	-1
Heavier cav, per level:	+1	Lighter cav, per level:	-1
Steady lancers, 1st round:	+2	Vs. steep slope/obstacle:	-1
Disordered vs. steady:	-2	2-rank inf. not in cover:	-1
Stationary cavalry:	-2	Vs. soft/hard cover:	-2/-3

### Morale Table

**Scores to Pass: A-0 B-1 C-2 D-3 E-4 F-5**

Test	When Taken
Vs. Shooting	Two or more total hits from any shooting.
Charge Home	Frontal charge vs. steady inf/hard cover.
Meet Charge	Inf vs. successful charge by steady enemy
Lose Combat	Suffer more hits than inflict

### Morale Modifiers

In steady square or hard cover, vs. shooting hits:	+1
If the unit is shaken:	-2
Each 2 hits suffered this phase (rounded down):	-1
Each 25% total losses suffered:	-2
Foot charging home vs. hard cover or steady foot:	-2
Foot meeting successful charge by steady infantry:	-3
Cavalry charging home against a steady square:	-4
Foot meeting successful charge by steady cavalry:	-4
Charged on flank or rear this turn:	-2
Unit is testing vs. losing a combat:	-3
General with unit/no general in CR:	+?/-1

### Morale Failure Results (D10 Score)

**Failing units are shaken**

Die Score	Rout Back	Rout hits Suffered by Unit Size	
		17+ Figs	16 or fewer Figs
0		Unit is shattered and removed from play	
1-2	18"	6	4
3-4	12"	5	3
5-7	8"	3	2
8-9	6"	2	1
10	4"	1	0

### Rout Results Modifiers

Charisma value of attached leader:	+0/+1/+2
No general in command radius:	-1
Unit is at or below half strength:	-2
Grade A/B/C/D/E/F:	+3/+2/+1/+0/-1/-3

**Fresh Cavalry:** Cavalry is fresh if steady and on its first round of combat of the game. Fresh vs. fresh cancels the advantage.

**Cavalry Charges and Disorder:** Non-square infantry becomes disordered if steady enemy cavalry contacts them. This happens in Phase 1, before shooting. Cavalry charging a steady square becomes disordered upon contact.

**Cavalry caught stationary:** Cavalry is considered stationary if it did not advance at least 2" straight forward on its most-recent move phase. This affects its first round of combat. (But note special case regarding "short charges".)

**Morale Tests:** A unit suffering 2+ shooting hits when charging or being charged must test morale even if it does not need to test to charge home or to meet the charge.

**Unit size:** Use the size of the unit at the time the test is taken (after losses have been removed for that phase) to determine how many rout hits are suffered.