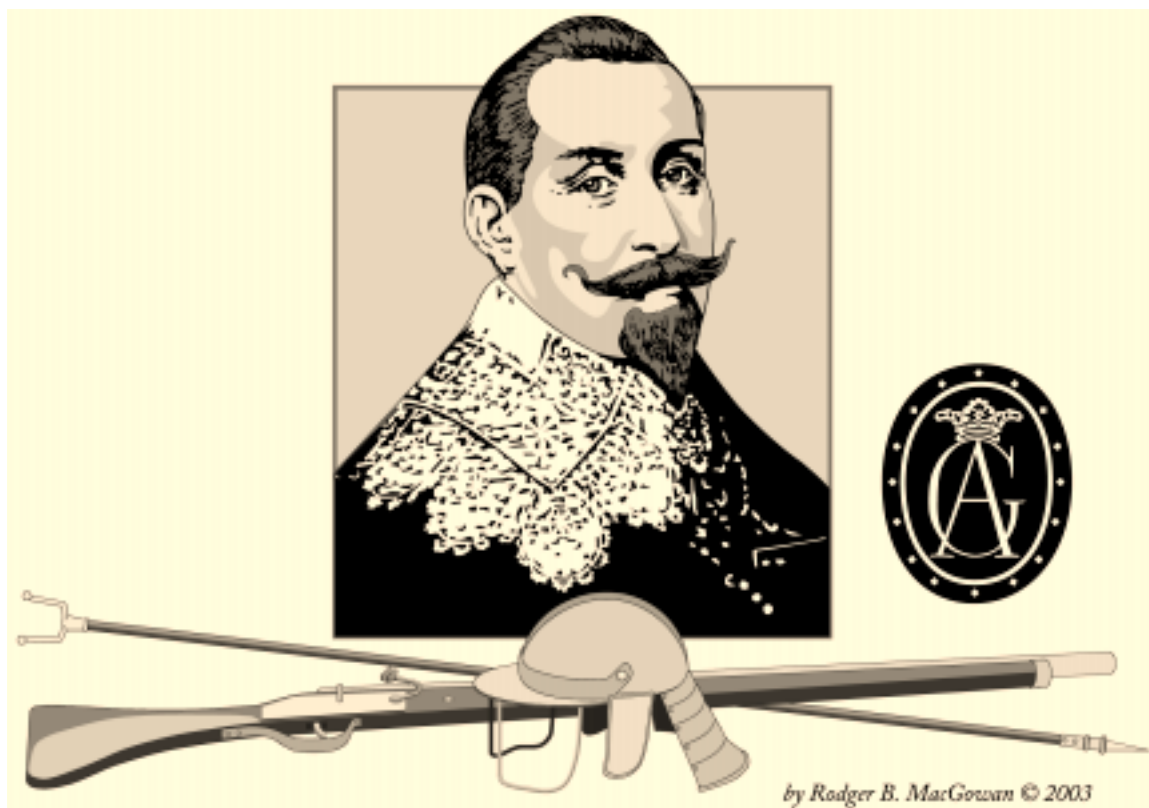


Musket & Pike

Battle Series Rules



RULEBOOK

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1. Introduction

The *Musket & Pike Battle System* is a series of tactical battle games covering the period from 1630 to 1680. The system is meant to highlight the peculiarities of warfare in that period and the impact of the limitations of command and control. To date, two games have been published in this series: *This Accursed Civil War* (TACW) and *Sweden Fights On* (SFO).

NOTE: *This rule book supersedes the one in TACW.*

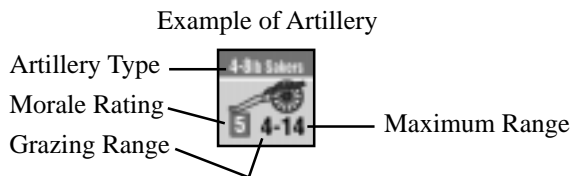
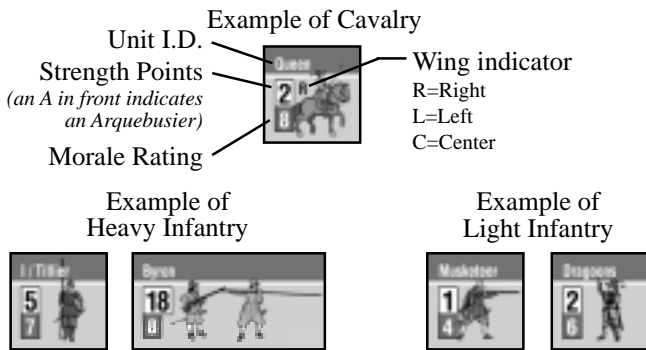
2. Components and Terms

2.1 Playing Pieces

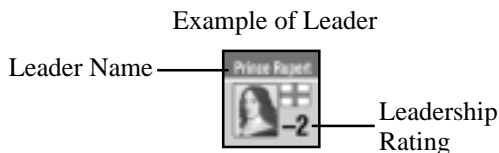
2.1.1 TYPES: There are three types of playing pieces.

- Units represent the regiments and brigades of infantry, cavalry and artillery.
- Leaders represent the various individual commanders.
- Markers are used to aid players in noting certain information about a unit or leader.

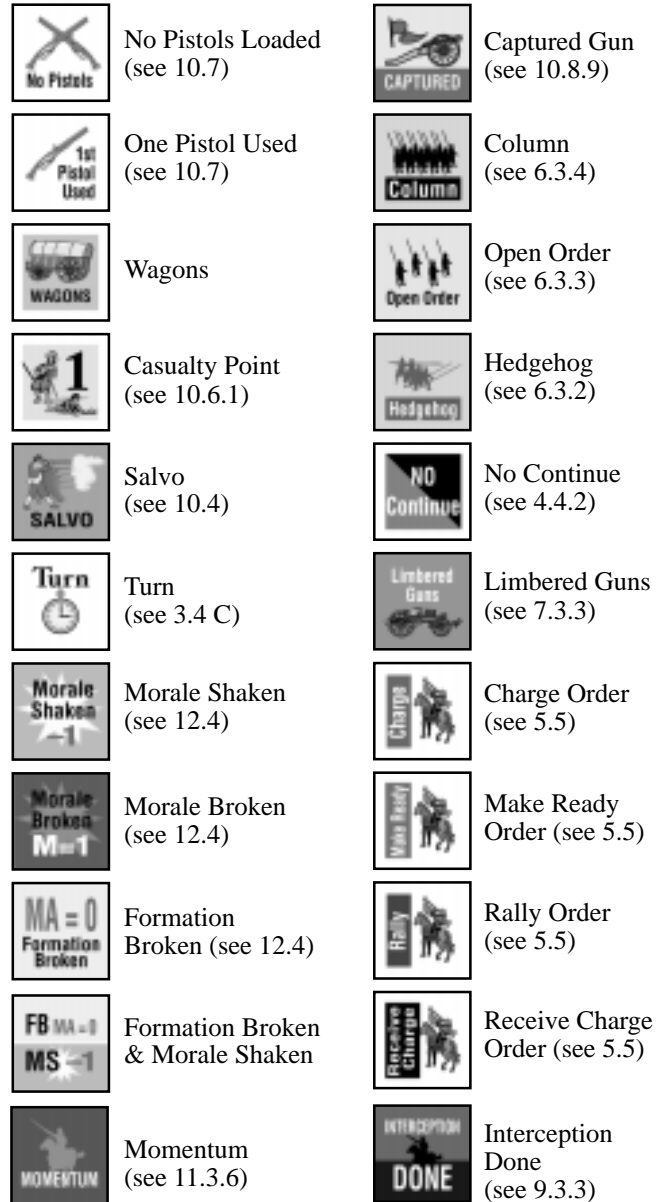
2.1.2 UNITS: Each unit has three pieces of information and an icon printed on its counter. The icon helps differentiate easily between Infantry, Cavalry and Artillery. Each unit carries either its unit type (“12-24lb” or “Dragoon”) or its name (“I / Skippon” or “Rupert LG”), which is usually the name of its historical commander. Infantry and Cavalry units have strengths from 1 to 20, each strength point representing 80 to 100 men. Artillery units have no strength for game purposes and instead have a grazing fire range followed by a maximum range. All units have a morale rating from 4 to 8, with higher values being better. Note that leaders are not considered units.



2.1.3 LEADERS: Leader pieces have the Leader’s name and a leadership rating from 0 to -2 (-2 being the best).



2.1.4 MARKERS:



2.2 Charts, Tables and Die

The use of the charts and tables in the game are explained in the rules. The game uses a 10-sided die. The 0 is treated as zero and not ten. Unless specifically mentioned otherwise, use the 0 row on all charts for any roll modified to less than 0, and use the 9 row for any roll modified to greater than 9.

2.3 Terminology

The Glossary on the next page contains terms and abbreviations that appear in the rules and charts.

2.4 Scale

- 1 turn: 20-30 minutes
- 1 hex: 100 yards
- 1 strength point: 80-100 men
- 1 artillery unit: 3 to 4 guns or a double battery of 7 to 8 guns

GLOSSARY

Action: A leader or unit may perform one or more of the following Actions: Move, Fire, Rally, or Reform, within the limitations of their Wing's Orders.

Active: A unit and/or leader of an activated Wing. An Active unit or leader is able to perform Actions. Only one Wing of an army is Active at any given time and only the leader of that Wing, the Army Commander, and the units of that Wing are Active. The Active player is the player who owns the Active units or leaders.

Artillery: Batteries of large caliber field guns. Only guns large enough to have a separate effect in the battle are included. Treat double batteries the same as regular batteries except for Victory Points (14.0) or where specifically mentioned on the charts.

Bypassed: A Wing whose activation has been temporarily interrupted by Preemption is said to be Bypassed, and its Wing Commander is marked with a Bypass marker to denote that status.

Cavalry: During this period, mounted troops were of two types:

CUIRASSIERS: Horsemen armored front and back, armed with two pistols and a sword.

ARQUEBUSIERS: While not as heavily armored as cuirassiers, arquebusiers were armed with a carbine, two pistols and a sword.

Both of these types fought mounted and in close formation (three or six ranks deep). Pistol and carbine fire was used extensively as a prelude to or in lieu of close combat with swords. The distinction is as much one of tactics as of equipment as English, Swedish and Bavarian cavalry were typically equipped as arquebusiers (sometimes spelled Harquebusiers) but employed as cuirassiers. Arquebusiers are denoted by an 'A' in front of their strength. Unless specifically indicated otherwise, when a rule refers to "Cavalry" it refers to both types of units.

Note: Only Cuirassiers are used in This Accursed Civil War.

Continuation: The process by which a Wing that has just finished an activation may attempt to activate a second or third time.

Finished: After a Wing has performed its final activation, its Wing Commander is flipped to his Finished side. This prevents the Wing from being activated again that turn for any reason.

Formation: Large, close formations were critical to the functioning of the low-level tactics and leadership of the day. All units are considered to be in their 'normal' combat formation unless marked otherwise. Infantry would be six to ten ranks deep with a full arm's length between men. Cavalry would be three or six ranks deep with one to two yards between horses. During combat and movement, formations would become congested and disordered, thus reducing the mobility and effectiveness of the unit.

Heavy Infantry: Foot soldiers arrayed in groups or blocks of muskets and pikes. These foot soldiers were organized into regiments or brigades (two or more regiments, grouped together) to maximize the effect of massed musketry and/or massed pikes. Only the pike men wore armor, if available, which would consist of breastplate, tassets (thigh protectors hinged to the bottom of the breastplate) and a helmet. Musketeers wore a wide-brim felt hat and the distinctive bandolier across the chest with small flasks containing pre-measured powder. The musket rest fell out of common use during the period covered. A Heavy Infantry unit that also has an artillery symbol is considered to have inherent regimental artillery.

Hits: A unit may incur three different types of hits: Casualty hits (10.6.1), Morale hits (12.4), and Formation hits (6.3.1, 7.3).

Inactive: Any leader or unit that is not part of the currently activated Wing. These units are eligible to react to Actions performed by Active enemy units.

Infantry: Are classified as either Heavy or Light Infantry. When used alone it refers to both Light and Heavy Infantry units.

Light Infantry: Small bodies of musket-armed foot soldiers. They are this period's skirmishers. Since they did not have pikes, they avoided close combat and sought to antagonize the enemy with musketry. There are two types of Light Infantry in the game: Musketeers and Dragoons.

MUSKETEERS: Musketeers were drawn from regular regiments for special duty. Also called Commanded Muskets.

DRAGOONS: Regiments of horsemen that carried full-length muskets and fought dismounted as infantry. Dragoons have higher morale ratings than commanded muskets due to the inherent unit integrity of dragoon regiments. Otherwise they function the same within the scope of the game.

Leaders: Army Commanders and Wing Commanders are referred to collectively as Leaders. Leaders are not considered units.

MC: Morale Check. Various situations will call for a morale check on a unit. A die is rolled; modifiers are applied per the rules. If the result is greater than the morale rating of the unit, it has failed the Morale Check and suffers adverse effects (12.0).

Momentum: The added offensive benefit of "charging" an enemy unit. Charges were not generally delivered at a gallop or run during this period, though the rapid approach of these large formations had a considerable effect on stationary defenders. It is used in Close Combat Resolution (11.0).

Morale: Measures a unit's relative staying power, Èlan, aggressiveness and experience. All units have a morale rating from 4 to 8, with higher values being better.

MA: Movement Allowance. A measure of how far a unit can move in a turn, expressed in Movement Points (MP) (7.2).

AC: Army Commander. The Overall Commander of that side's army. He has different capabilities than his subordinate Wing commanders.

Orders: Players assign each of their Wings specific Orders that govern the type and scope of Actions the units of that Wing may perform. The following Orders are possible: Charge, Make Ready, Receive Charge, and Rally.

Non-Phasing or Inactive Player: The player who is not the Phasing player.

Pass: If the Phasing player declines to, or is unable to, activate a Wing, he passes, thus allowing the Non-phasing player to become the Phasing player. If both players pass consecutively, the Activation Phase is concluded and play proceeds to Rout Movement. Flip any Passed WC to his Finished side.

Phasing or Active player: The player who controls the Wing that is currently active.

Pre-emption: The process by which a Non-phasing player may attempt to interrupt the activation or continuation of a Phasing player's Active Wing and activate one of his own Inactive (but not Finished) Wings instead.

Reaction Zone: The hexes surrounded a unit in which enemy activities may allow the unit to React (9.0). Reaction Zones for Artillery units differ from Reaction Zones for Infantry and Cavalry units, and the zones themselves differ depending on the type of Reaction the unit performs.

Two-hex Unit: A double-size (i.e., rectangular-shaped) Heavy Infantry unit. These units occupy two hexes, and are subject to special rules regarding facing, movement and combat.

Wing: The typical army of this era was composed of three Wings: right, center, and left. A Wing Commander (WC) commands each Wing. The left and right Wings normally consisted of cavalry, while the center was composed of infantry. A Wing with no Heavy Infantry is considered a Cavalry Wing.

- Cavalry units are regiments or squadrons of 200-500 men.
- Heavy Infantry units are a mixture of pikes and muskets and are regiments or brigades (sometimes called batalia or tertia by the English) of 400-2000 men.
- Light Infantry units are 100-300 musketeers or dragoons.

2.5 Questions

Any questions about play? Either send a self-addressed stamped envelope to:

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We also provide ongoing support at the GMT games web site (www.gmtgames.com). Many wargamers can also be found on the ConsimWorld discussion boards (www.consimworld.com).

3. Sequence of Play

Each game turn follows the following sequence:

3.1 Initiative Phase

Players determine who will become the Phasing player and activate the first Wing (see 4.1).

3.2 Activation Phase

The Phasing player can either activate a non-Finished Wing or Pass (4.5). See 4.2 for the sequence Wings must be activated in. When that activation is finished (including any continuation activations [4.3]) the opposing player may activate a Wing or Pass. Generally, players alternate being the Active player and the Inactive Player (see 4.3.2 and 4.4 for exceptions). This phase is repeated until all Wings have been activated or both players pass consecutively.

Sequence of the Activation Phase:

- Preemption Attempt:** When a Wing has been activated, the Inactive player may attempt to interrupt that activation in order to activate one of his Wings first. If the attempt is successful, mark the preempted Wing with the Bypassed marker (4.4.2). The preempted Wing will activate immediately after the preempting Wing has finished its activation(s).
- Orders Change:** The activated Wing may attempt to change its current Orders (5.7).
- Perform Actions:** Each unit in the Active Wing may perform, within the limitations of its Orders, one of the following Actions:
 - Move (7.0)
 - Move and/or Pistol Fire (Cavalry only; 7.0 and 10.2)
 - Normal Infantry Fire (10.3)

- Salvo Fire (Heavy Infantry only; 10.4)
- Artillery Fire (10.8)
- Rally (13.0)
- Reform (13.0)

D. Close Combat: Units attack adjacent units in Close Combat (see 11.0).

E. Continuation: The activated Wing may attempt to activate a second or third time (4.3). If the attempt is successful, return to step A.

F. If the Activated Wing fails its Continuation attempt or has completed its third activation this turn, or if the Active player does not wish to continue with the Wing, then do whichever of the following applies:

- If there is a Bypassed Wing, activate it and return to step B.
- If there is no Bypassed Wing, players determine the next Wing to be Activated (4.2) and return to step A.
- If all Wing Commanders are Finished, proceed to the Rout Movement Phase.

3.3 Rout Movement Phase

All units with broken morale perform rout movement (13.4).

3.4 Marker Removal Phase

- All Salvo markers are removed. Fired Artillery and Finished Leaders are flipped to their normal side.
- Check the Leader Replacement Table to determine the fate of any Leaders that were removed from play this turn.
- Check for Surrendering the Field (4.6). If that does not end the scenario, and there are still turns left to be played, advance the turn maker on the turn track and proceed to the next turn.

4. Initiative and Activation

4.1 Initiative Determination

4.1.1 PROCEDURE: During the Initiative Phase the players determine which Wing activates first. Initiative is determined by the Orders currently assigned to each Wing. The player with the most Wings under Charge Orders chooses which eligible wing to activate first. If there are no Wings under Charge Orders, then the player with the most Wings under Make Ready Orders activates first. If there are no Wings under Make Ready, then the player with the most Wings under Receive Charge Orders activates first.

4.1.2 TIE BREAKER: If both players have an equal number of Wings under the same Orders, then, when that Orders come up in precedence, the Wing Commander with the best modifier (-2 being the best) wins the Initiative and activates one of his Wings that has those Orders. In the case of a tie, roll a die. High roll wins.

4.2 Activation Precedence

4.2.1 Each Wing may activate once per turn, either by the normal sequence or Preemption (4.4). Activation alternates between players as long as all wings under higher precedence Orders are finished before any Wings under lower precedence Orders acti-

vate. Preemption (4.4) is the exception to this normal sequence. The precedence of Orders is:

1. Charge
2. Make Ready
3. Receive Charge
4. Rally

Example: Player A has two Wings under Charge Orders and one with Rally Orders. Player B has one Wing with Charge Orders, one with Make Ready and one with Rally. Since Player A has more Wings with Charge Orders, he has the initiative and activates one of his Wings under Charge Orders (his choice). When that Wing is Finished, Player B will activate his Wing with Charge Orders; when he's finished, play now reverts back to Player A, who has the remaining Charge Orders. When all Wings with Charge Orders have finished, then the Wing with Make Ready Orders is activated.

Note: It is possible that one player may activate two or more Wings before the other player activates any, since all Wings with Charge Orders activate before any Wings with Orders below Charge.

4.2.2 Units of the currently activated Wing may perform one of the Actions listed in 3.2.C (these actions do not have to be performed in any particular order). The choice of Actions depends on the current Orders for the Active Wing (see 5.6) and, in some cases, the type of unit. As the Active player performs these actions the Inactive player may undertake Reactions (9.0).

4.2.3 If all units of a Wing are removed from play the Wing is no longer considered for activation.

4.3 Continuation

4.3.1 IN GENERAL: A Wing that has completed its activation and is not under Rally Orders may attempt to activate again. A wing can continue up to two times (for a total of three activations). Whether to attempt continuation with a formation is always voluntary.

4.3.2 PROCEDURE: The Active player consults the Continuation Table and uses the current Orders of the Wing to determine the number range he needs to successfully continue. Roll a die and apply any applicable modifiers. If the modified roll falls within the range indicated on the table, the Wing is allowed to activate again. If the modified roll is outside that range, the Wing Commander is flipped to his "Finished" side and the next eligible Wing is activated.

4.4 Preemption

4.4.1 IN GENERAL: The Inactive player may attempt to interrupt the activation (or the continuation) of a Phasing player's Active Wing and activate one of his own Wings first. This is known as Preemption. Preemption attempts are allowed before a normal Wing Activation and after each successful Continuation attempt. A Wing is eligible to attempt Preemption if its Wing Commander is not on his "Finished" side and is currently not under Rally Orders. Mark a preempted WC with the By-

passed marker to indicate that his Wing will be automatically activated after the preempting Wing is finished. A Bypassed Wing may not be preempted during its first activation of a turn.

4.4.2 PROCEDURE: The Inactive player consults the Preemption Table, finds the current Orders of the Wing making the attempt and finds the number range needed to successfully preempt. He rolls a die and applies any applicable modifiers. If successful, the Inactive player now activates that Wing (he cannot Pass). He may also try to use Continuation with that Wing as in a normal activation. The Preempted Wing leader is marked with the "Bypassed" marker to indicate that his Wing will be activated next, after the preempting Wing is Finished. If the Preemption attempt fails, the leader of the unsuccessful Wing is marked "No Continue." A leader marked No Continue may activate normally, but is not allowed to attempt Continuation. A Leader marked "No Continue" may make another Preemption attempt later on, but if the Preemption attempt fails the leader is flipped to his "Finished" side and forfeits his activation for that turn.

4.4.3 PREEMPTING A CONTINUATION: The Inactive player may try to Preempt a Wing after the Active player has successfully rolled for continuation, but before the Active player activates the Wing. The procedure is the same as in 4.4.2 except a successful Preemption cancels the continuation and the preempted Wing Commander is flipped to his "Finished" side instead of being marked with the Bypassed marker. Thus, there is no Bypassed Wing. The penalty for failure is also the same as in 4.4.2.

4.5 Passing

Rather than activate a Wing, the Phasing player may instead Pass. (Exception: You cannot Pass if the Wing is under Charge Orders; see 5.6.1.) Flip the Passed WC to his "Finished" side and proceed to the next activation. The Army Commander is not activated (5.1.1) in a phase in which a WC passes.

4.6. Surrendering the Field

During the Marker Removal Phase of each turn, check the Orders for all leaders. If all the leaders of one side are under Rally Orders then that side is considered to have left the field and the scenario ends. (It is possible that both sides might leave the field on the same turn.) Determine Victory as per 14.0.

5. Leaders and Orders

Leaders are used to influence and control the Actions of the units under their command. Each battle, per the scenario rules, will have an Army Commander and three or more Wing Commanders.



5.1 Army Commanders (AC)

5.1.1 Each army has an AC who is activated each and every time a Wing of his army is successfully activated (including Continuation and Preemption activations, but not if the WC is preempted or passes). An AC is never marked as Finished and therefore may activate multiple

times during a game turn. Orders restrictions (see 5.6) do not apply to Actions performed by an AC. In addition, AC Actions override Orders restrictions, and counts as a unit's action for that Activation Phase. (For example, an AC can Rally a unit whose WC is under Charge Orders, and that unit does not have to, and indeed cannot, move at least 1 hex closer to the nearest enemy unit that activation.)

5.1.2 An Army Commander may perform any ONE of the following Actions each time he is activated:

- **INFLUENCE AN ORDERS CHANGE:** If the AC is stacked with or adjacent to the Wing Commander (WC), the AC may add his leadership rating to a WC's Orders change attempt.
- **MOVE:** An AC has a movement allowance of 8 and may move by himself. He may also move with a unit he is stacked with during an advance after Close Combat or Retreat, and may move with a unit that advances or retreats through his hex (swept up in the advance or retreat).
- **INFLUENCE CONTINUATION OR PREEMPTION:** If the AC is stacked with or adjacent to the WC, the AC may add his leadership rating to a WC's Continuation or Preemption attempt.
- **REFORM:** Reform one unit (13.0) stacked with or adjacent to the AC. The unit need not be part of the Active Wing.
- **RALLY:** Automatically Rally one unit (13.0) it is stacked with or attempt to rally one unit it is adjacent to. The unit need not be part of the Active Wing.

5.2 Wing Commanders (WC)

5.2.1 Wing Commanders (WC) command a Wing of the army. A Wing may consist of Infantry, Cavalry, and/or Artillery. WCs are assigned per scenario special rules and may only be changed as a result of a Leader leaving the game due to casualty or pursuit. A WC must end each Movement Action stacked with a unit of his wing.

5.2.2 WCs are activated with their Wing and can perform any ONE of the following Actions:

- **MOVE:** A WC has a Movement Allowance of 8 and may move by himself. He must move with a unit he is stacked with during an advance after Close Combat or Retreat. He must move with any Cavalry unit in his hex that successfully intercepts. He must move with a unit that advances or retreats through his hex (swept up in the advance or retreat). He may move with a unit he's stacked with during the Rout Movement Phase.
- **INFLUENCE RALLY OR REFORM:** A WC may influence Rally or Reform (13.0), if the current Orders for that Wing allow it.

5.3 Leader Casualty and Replacement

5.3.1 **CASUALTY:** Leaders may be removed from play by Fire Combat, Close Combat, or if stacked with a Cavalry unit that pursues off map (see 10.10, 11.8, 11.7.3). A leader is auto-

matically removed if an enemy unit occupies his hex or he is the target of a Close Combat and the leader is the only unit in the hex.

5.3.2 **EFFECTS:** Wings may not activate if the Wing Commander has been removed.

5.3.3 **REPLACEMENT TABLE:** Leaders removed from play are either eliminated or returned to play. During the Marker Removal Phase, players roll on the Leader Replacement Table for each leader removed that turn. If a Wing Commander is eliminated, replace him with a generic leader unless the scenario's rules specify a specific replacement. If there are no remaining units from the wing in play there is no replacement.

5.3.4 **PLACEMENT:** A replacement WC or one returning to play is placed on any unit of the Wing. This does not change the Wing's Orders status. Place any leader returning after being out for a turn on any unit of his Wing during the Marker Removal Phase of the turn after his status was determined. If there are no units of his wing left when he is due to return, he does not return, but does not count as a loss for Victory Points, either.

EXAMPLES OF LEADER REPLACEMENT:

1) A WC is removed as a result of Fire combat during Turn 1. In the Marker Removal Phase of Turn 1, the player rolls a "1" on the Leader Replacement Table. A replacement Leader is immediately placed on a unit of that Wing. During the Marker Removal Phase of Turn 2, that replacement Leader is removed, and the original WC is placed on any unit of the Wing. Note that if all units of that Wing were eliminated during Turn 2, the WC would not return to play.

2) A WC is eliminated in Close Combat. In the Marker Removal Phase, a "6" is rolled on the Leader Replacement Table. The WC is permanently out of play, and a replacement Leader is immediately placed on a unit of that Wing. Note that if there were no units of that Wing left on the map at the end of the turn, no roll would be made.

5.3.5 If the Army Commander is eliminated, the senior Wing Commander (as specified in the scenario rules) takes over his command. A generic leader counter immediately replaces the Wing Commander, unless indicated otherwise by the scenario rules.

5.4 Command

5.4.1 **IN GENERAL:** In order to operate at full effectiveness, units must be in command. Command is determined by Wing and applies only to combat units, not to Leaders. (Leaders are always considered "in command.") Each unit is assigned to a specific Wing as part of a scenario's set-up, and you cannot reassign a unit to another Wing during the game.

5.4.2 **TRACING COMMAND:** A unit is considered to be in command if, at the moment it is activated, it is able to trace a line of communication (LOC) to its WC. Units may trace their LOC three hexes (if Cavalry) or two hexes (any other unit type) to its WC, or to a unit of the same wing that is able to trace 2-3 hexes to another unit of the same wing and so on until one unit

of the chain is able to trace its LOC directly to the WC. Thus, command can be traced across large areas, as long as each unit is within either two or three (depending on unit type) hexes of each other, and at least one unit in the chain is within range of the WC. LOC cannot be traced through a hex containing an enemy unit, or terrain that is impassible.

Note: Command is traced at the instant a specific unit wishes to move. Thus, a Wing Commander or another unit could move to bring an out of command unit back into command before that unit moves.

5.4.3 OUT OF COMMAND EFFECTS: Any unit that cannot trace command is limited in what it can do:

- Unless adjacent to an enemy unit, it must move to place itself back in command. This supersedes any movement restrictions on the unit due to its Orders. If its Wing Commander is not currently on the map, it may not move at all. *Exception: an out of command Artillery unit does not have to follow this restriction if it is unlimbered.* Once in command, the unit may then use any remaining MPs freely, within the Orders restrictions of its Wing. Thus, a unit one hex out of command can move one hex back into command and then continue with its Wing during the same activation using its remaining movement points.
- The only fire it may perform is Reaction Fire (see 9.4). Exception: unlimbered Artillery units may fire even if out of command.
- It may NOT move adjacent to an enemy unit, though it may initiate Close Combat normally if already adjacent to an enemy unit.

NOTE: The ability of the AC to reform and rally a unit is not affected by the command status of that unit. In effect, the AC himself is placing the unit in command for purpose of being reformed or rallied.

5.5 Orders in General

5.5.1 Orders represent what a Wing is prepared to do during the turn. Orders can limit or restrict what units of that Wing can do. Orders restrictions apply only to units, not to Leaders. All Wings begin the game with one of four specific Orders (5.6), but those Orders can change during the game (5.7).

5.5.2 The act of changing Orders is not automatic, but depends on the Wing's current Orders and its desired Orders. The leadership rating of the WC (and possibly the AC) influences the ability to change Orders. The current Orders for a Wing is designated by placing the appropriate Orders marker on or near the Wing Commander.

5.5.3 The Orders assigned to each Wing at the beginning of a game are up to the players, unless specified in the scenario rules.

Note: Orders are assigned to the Wing as a whole, not to individual units.



5.6 Four Types of Orders

5.6.1 CHARGE: A unit under Charge Orders must end the activation at least one hex closer to the nearest enemy unit that the active unit can see (i.e., that it has a LOS to—see 10.9), even if it puts the unit out of command. If already adjacent to an enemy unit, the unit may not move other than to change facing or wheel. Determine which enemy unit is closest when the active unit begins to move. If two or more enemy units are equally distant, the player owning the charging unit can choose which one of the enemy units it charges. If the closest visible enemy unit is already adjacent to the front of another friendly unit, then the active unit *may* instead move toward the next closest visible enemy unit. If a unit under Charge Orders cannot see any enemy units, it is free to move anywhere in Command or stay where it is. A Wing under Charge Orders may NOT Pass when activated. A unit under Charge Orders may not undertake a Reform or Rally Action (13.2) or use the Withdraw option in Reaction Movement (9.2).

Anti-Suicide Clause—A Light Infantry unit is never required to move adjacent to the front of an enemy Heavy Infantry unit. If an enemy Heavy Infantry unit is the closest visible enemy unit to the Light Infantry unit, the LI unit must move towards the HI unit, but does not have to move adjacent to its front even if the LI unit begins the activation two hexes away from the HI unit.

5.6.2 MAKE READY: A units under Make Ready Orders may move, but may NOT move adjacent to an enemy unit. Its Wing Commander may perform a Reform Action on it, but not a Rally Action.

5.6.3 RECEIVE CHARGE: A unit under Receive Charge Orders may move a maximum of one hex, but may not move adjacent to an enemy unit. A two-hex unit may change facing by wheeling more than one hex as long as at the end of its move at least one half of the unit is adjacent to the hex it started in, and neither half is adjacent to an enemy unit. A unit may undertake a Reform Action. Its Wing Commander may perform a Rally Action on it.

5.6.4 RALLY: A unit under Rally Orders may move, but may NOT end its movement closer to an enemy unit. A unit may undertake a Reform or Rally Action. Its Wing Commander may not attempt Continuation or Preemption.

5.6.5 ALL ORDERS TYPES: Units may engage in Fire Combat and Close Combat, and their Army Commander may perform Reform and Rally Actions on them.

5.7 Changing Orders

5.7.1 WHEN: Only an Active Wing may attempt to change its Orders, and only during the Orders Change Segment. It must be attempted before any units in the Wing perform any Action.

5.7.2 PROCEDURE: To change Orders, the phasing player consults the Orders Change Table and cross-references the Active Wing's current Orders with the desired Orders. Roll the die and apply any applicable modifiers. If the Wing is successful in changing its Orders, the new Orders are in effect for that activation. A Wing that fails to change Orders must activate under its current Orders. (Exception: 5.8.)

Note: It is not possible to make certain Orders changes.

5.7.3 MODIFIER NOTE: When attempting to change to Rally, there is a modifier if more than half of the Wing's units are Morale Broken, Morale Shaken, or have been eliminated. Treat units that have pursued off-map as eliminated when determining whether to use this modifier.

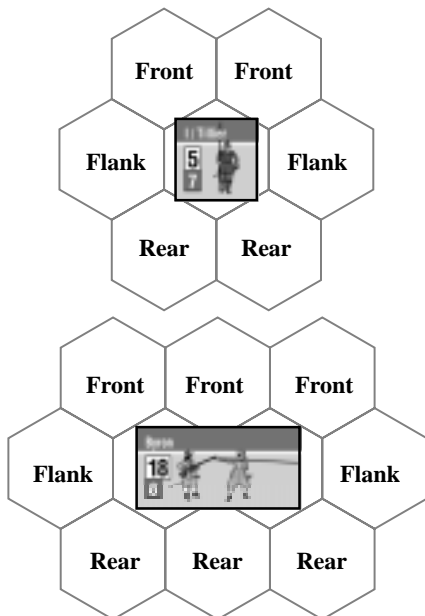
5.8 Mandatory Rally Orders Change

At the beginning of an activation, if all non-Artillery units of the activated Wing are either eliminated, off-map, Morale Shaken, or Morale Broken, then that Wing's Wing Commander must be placed under Rally Orders. This Orders change is automatic, and that WC cannot attempt another Orders change this activation. The player cannot Pass for that activation.

6. Facing and Formation

6.1 Facing

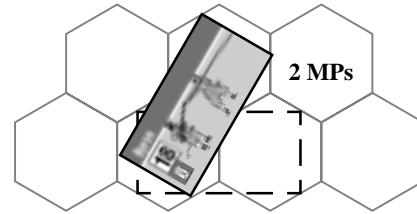
Position each unit in its hex so that its front faces a vertex of its hex. (Exception: Two-hex units in Column, 6.3.4.) The top of the unit is its front. Single hex units have two frontal hexes, two flank hexes, and two rear hexes. Two-hex units have three frontal hexes, two flank, and three rear hexes. Leaders have no facing.



6.2 Changing Facing

6.2.1 MOVEMENT COST: Units must pay movement points to change facing.

- Cavalry and Light Infantry: 1 MP per vertex changed.
- Single hex Heavy Infantry: 2 MPs per vertex changed.
- Two-hex units - Must "wheel" forward to change facing. One half of the unit remains in its hex while the other moves and pivots around the stationary hex as shown below. It costs one MP plus the terrain cost incurred by the moving portion of the two-hex unit (see Terrain Effects Chart) to wheel one hex. Two-hex units may not wheel backwards.



EXAMPLE: A two-hex unit wheels one hex in a clear terrain hex. The total MP cost is two.

6.2.2 COUNTER MARCH: A unit may change facing 180 degrees at a cost of two movement points. Not actually an "about face," this represents the file leaders retiring to the rear followed in turn by the rest of the file.

Note to owners of TACW: The Backstep maneuver has been removed from the series, and is no longer available even in the TACW scenarios.

6.2.3 ARTILLERY: An Artillery unit not on its Fired side can change facing any number of vertices in lieu of firing (whether normal fire or Reaction Fire). Flip the Artillery unit to its Fired side if it changes facing.

6.2.4 FACING AND ENEMY UNITS: A unit that changes facing when adjacent to an enemy unit triggers Reaction Fire (9.4).

6.3 Formation



6.3.1 FORMATION STATES: A unit is always in one of seven formation states: Formation Normal, Formation Shaken, Formation Broken, Hedgehog (6.3.2), Open Order (6.3.3), Column (6.3.4) or Morale Broken with no formation (12.4.3) All formation states are denoted by a marker except for Formation Normal (represented by the front of unit with no marker) and Formation Shaken (represented by the back of unit with no marker). Close Combat (11.2.F), Artillery fire, and movement through rugged terrain will degrade a unit's formation, from Formation Normal to Formation Shaken to Formation Broken. The effects of these are listed below.

- **Formation Normal**—No restrictions.
- **Formation Shaken**—A unit's movement point allowance is halved, and suffers adverse Fire and Close Combat modifiers.
- **Formation Broken**—A unit may not move, and suffers adverse Fire and Close Combat modifiers. Formation Broken units advance after Close Combat normally.



6.3.2 HEDGEHOG: This formation (also known as Schiltron) is available to Heavy Infantry only.

- a. A unit in this formation may not fire or voluntarily move and suffers adverse Fire Table modifiers. The benefit of this formation is that the unit does not have any Flank or Rear facing and receives beneficial Close Combat modifiers.
- b. Units may form a Hedgehog in their activation phase by expending four movement points, or when eligible as Reaction Movement at no movement point cost (see 9.2.3). A unit must be in one of the following formation states to form Hedgehog: Formation Normal, Open Order (6.3.3), or Column (6.3.4); Formation Shaken units may attempt to enter Hedgehog as Reaction Movement only. Mark the unit with a Hedgehog marker to show its new formation.
- c. To exit a Hedgehog and return to Formation Normal takes a total of three Reform Actions (6.4). The first Reform Action removes the Hedgehog marker and leaves the unit in Formation Broken status with the same facing as when it entered Hedgehog. Then returning to Formation Normal is the same as for any other Formation Broken unit.
- d. Units in Hedgehog retreat from and advance after Close Combat normally.
- e. Units in Hedgehog ignore Formation Hits from Close Combat (11.2 F) or advance after Close Combat (11.4.10), but treat any Formation Hit from Fire Combat (10.0) as a Casualty instead. If a unit in Hedgehog suffers a Morale Broken result, it becomes Morale Broken with no formation (12.4.3), and the Hedgehog marker is removed.

COMMENTARY: This is an early form of a square in which pikes formed in a large mass facing in all directions to defend against a Cavalry attack. The muskets either took refuge under the pikes or made themselves scarce.



6.3.3 OPEN ORDER: Units in this formation do not take any Formation Hits from movement. They may engage in all other Actions normally. For Fire and Close Combat units in Open Order are treated as if they are Formation Shaken. Units in Formation Normal may enter Open Order with a Reform Action. Units may begin a scenario in it. Units may also change from Open Order to Formation Normal with a Reform Action. If a unit in Open Order incurs a formation “hit” from Fire or Close Combat it is immediately Formation Broken and the Open Order marker is removed.

COMMENTARY: This represents a loose version of the normal battle formation used when crossing rough terrain. What the formation gained in maneuverability it lost in cohesion, thus the penalties



6.3.4 COLUMN: Changing from column to battle line was exceedingly difficult in this period. Units may be in Column Formation only if they are specified to begin a scenario in that Formation. Units in Column have their movement allowance increased by two and

do not incur formation “hits” from movement. Single hex units in Column move and have their facing treated normally. When a two-hex unit is in Column, its right half is treated as the “head” of the column, with that hexside (which normally would be its flank) as the unit’s front. Place the column marker on the right half of the two-hex unit and facing in the proper direction.

TAIL: Because all movement is keyed on the “head,” this may cause the “tail” to pivot about. Such pivoting is done without additional cost.

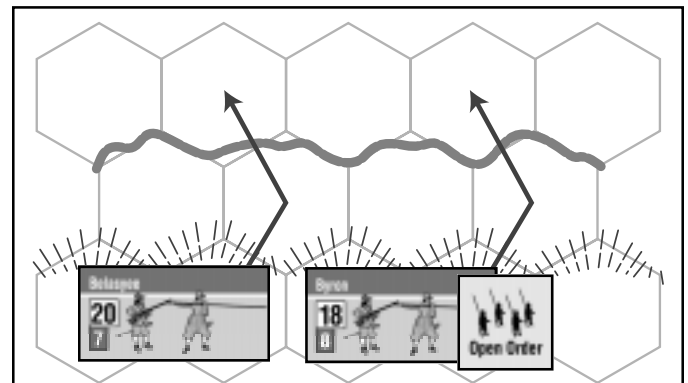
COLUMN TO BATTLE LINE: Units may change from Column to Formation Broken for Infantry, or from Column to Formation Shaken for Cavalry, with a Reform Action. When changing a two-hex unit out of Column, the player can choose which half, left or right, becomes the new front. (In other words, he can leave the unit with the orientation it had when in Column, or flip it 180 degrees.)

COMBAT: Units attacked by Muskets, Pistols or Close Combat while in Column have the Column marker removed and are immediately Formation Broken and must take a Morale Check before the combat is resolved.

6.4 Formation Recovery

Units must use a Reform Action (13.2.3) to recover from formation hits, or to change out of Hedgehog, Open Order, or Column. Each Reform Action improves a unit’s formation state by one level, i.e., from Formation Broken to Formation Shaken is one Action. It would take a unit two Actions to fully recover a Formation Broken unit to Formation Normal.

Note: Certain Orders prevent units from undertaking a Reform Action unless the AC performs the action.



Two heavy infantry units—one Formation Normal and one in Open Order—move forward two hexes (4 MPs each). Both belong to a wing under Make Ready orders. The Formation Normal unit takes two Formation Hits due to the terrain—one for moving down a slope hexside and one for crossing a stream hexside. The owning player marks the unit as Formation Broken. The unit in Open Order does not take any Formation hits for its movement.

Note: To get the Broken unit back to Formation Normal the unit needs to conduct two Reform actions. Make Ready only allows reforms with a stacked or adjacent leader present.

7. Movement

7.1 Movement in General

7.1.1 **BASICS:** Units and leaders move one at a time, expending movement points for each hex entered (see TEC). There is no movement cost for moving adjacent to an enemy unit. Units must move directly into their front hexes. A unit needs to change facing to move into a flank or rear hex (see 6.2). Leaders use the Cavalry column on the TEC.

7.1.2 **TWO-HEX UNITS:** If one half of a two-hex unit moves through different terrain than the other half, always use the higher MP cost. If one half of a two-hex unit crosses a hexside feature before the other half does, the MP cost of the hexside feature is paid twice (at the moment each half crosses).

7.2 Movement Allowances

7.2.1 Movement allowances are not printed on the counters. The movement allowance for each unit type is listed below.

Cavalry and Leaders:	8 MPs
Light Infantry:	6 MPs
Cavalry/Light Infantry stack:	6 MPs (8.2)
Heavy Infantry:	4 MPs
Wagons* and Limbered Guns:	2 MPs
Unlimbered Artillery:	0 (may not move)
Morale Broken units:	0 (may only move in the Rout Movement Phase)

*Wagon units may only move when allowed by specific scenario instructions.

Note: A unit's formation may also affect its movement allowance (see 6.3).

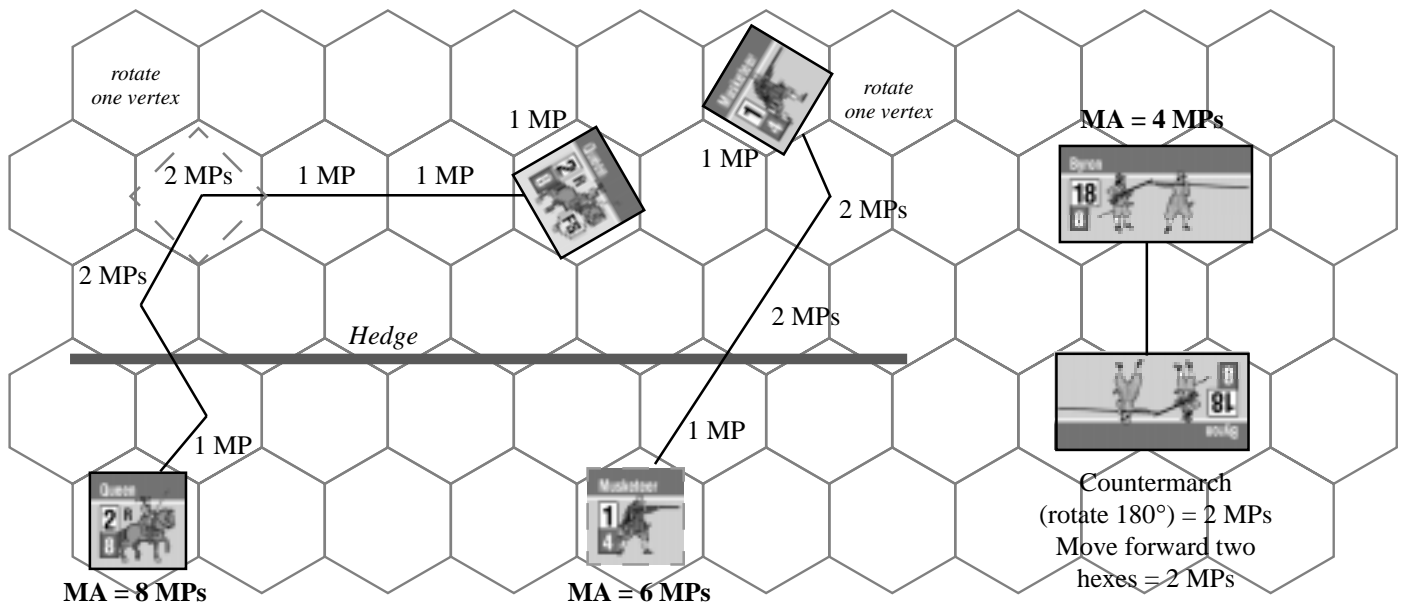
7.3 Movement and Formation Hits

7.3.1 Certain types of terrain will cause a formation hit to some types of units. This is noted on the Terrain Effects Chart. These formation hits apply any time a unit enters such a hex, whether due to regular movement, pursuit, retreat, advance after combat, or Advancing or Retreating Fire. While such hits are applied immediately, the movement effect of a formation hit is applied after movement is completed. In other words, a unit's movement point allowance is determined when the unit begins to move, and should the unit's Formation State change during movement the unit retains the movement points it had when it started moving. Thus, a Cavalry unit that starts stacked with a Light Infantry unit has a movement allowance of 6, even if it moves off the Infantry unit. *Exception: A unit must stop moving as soon as it incurs a Formation Hit that causes it to become Formation Broken.* These formation hits also apply if a unit pursues, retreats, or advances after combat.

EXAMPLE: A Cavalry unit that moves down slope and across a stream would incur two formation hits and stop.

7.3.2 **TWO HEX UNITS:** For two-hex units, if one half moves through terrain that causes a formation hit while the other is in clear terrain, the entire unit is still affected. Similar to 7.1.2, if one half of a two-hex unit crosses a hexside feature before the other half does, the formation hit of the hexside feature is paid twice (at the moment each half crosses).

7.3.3 **LIMBERED GUNS:** Artillery may limber or unlimber in lieu of firing on a given turn. Once limbered, mark the unit with a Limbered Guns marker. Limbered guns have a movement allowance of 2 and use the Heavy Infantry column of the TEC. Limbered guns do not take formation hits from movement. Limbered guns are subject to Out of Command effects (5.4.3). Lim-



Examples of Movement: The cavalry unit and the Musketeer unit both pay an additional MP to cross the hedge and to rotate one vertex. The hedge causes a formation hit on the cavalry unit

but not on the light infantry. The 2-hex heavy infantry unit rotates 180° (Counter March) and then moves forward two hexes for a cost of 2 MPs.

bered guns are treated as normal Artillery for all other purposes. (Limbering is not available to Artillery in This Accursed Civil War due to the limited nature of artillery transport in the English Civil War.)

7.3.4 INTEGRATED ARTILLERY. A Heavy Infantry unit that also has an artillery symbol on it contains regimental artillery. You do not need to limber and unlimber these units to move; when you move the Infantry, the artillery is considered to be moving with it. However, terrain effects that apply to Artillery units also apply to any Heavy Infantry units with integrated regimental guns.

7.4 Reinforcements

If a scenario calls for reinforcements, and if those reinforcements have their own Wing Commander, then that Wing may enter the map during the indicated turn under Make Ready Orders. The owning player may activate the reinforcing Wing's WC in its normal place in the Orders sequence for the turn that the Wing enters. If the indicated entry hex is blocked by enemy units, then the units may enter at the nearest unblocked hex. Units may enter in Normal, Open Order or Column formation at the owner's discretion unless noted otherwise in the scenario rules. If only one entry hex is specified, the units must enter sequentially, with each unit after the first having one less movement point per unit that has entered in front of it. Example: Four Heavy Infantry battalions enter at hex 1101; the first has 4 MPs, the Second 3, the third 2, and the last 1.

8. Stacking

8.1 Basic Rule

8.1.1 Stacking refers to having more than one unit in a hex. The basic rule is one combat unit per hex. The exceptions are:

- A Light Infantry unit may stack with a Cavalry unit (8.2).
- One Artillery unit may stack with an Infantry or Cavalry unit (8.3).
- Two Artillery units may stack with a two-hex Heavy Infantry unit (one Artillery unit in each hex) (8.3).
- Two Cavalry units may stack together momentarily to perform Cavalry Incorporation (8.4).

8.1.2 The stacking rules are in effect at all times. Units may not move through friendly units during movement, Interception, or retreats. Exception: Units may move (8.3) or retreat (11.4.3) through friendly Artillery units.

8.2 Cavalry and Light Infantry Stacking

8.2.1 One Light Infantry unit may stack with one Cavalry unit. The effects of this are as follows:

- The movement factor of the combined stack is six.
- Both units may Fire or Reaction Fire.
- Both units must share the same facing.
- If the stack engages in Close Combat the Light Infantry unit is ignored for all purposes. If the Cavalry unit is eliminated, the Light Infantry unit is, too.

- If the Cavalry unit retreats, the Light Infantry unit retreats along with it. If the Cavalry unit pursues (11.7) the Light Infantry unit is left behind (11.7.3).
- Both units in the stack suffer all formation and morale hits/effects. Only one of the units (owner's choice) takes an inflicted casualty hit.
- Cavalry may intercept, leaving the Light Infantry unit behind.

8.2.2 A Cavalry unit that moves into a hex that already contains a Light Infantry unit must stop—it may not pass through. The converse is also true, a Light Infantry unit must stop if it moves into a hex that contains a Cavalry unit. The unit that started in the hex may not move that activation. In the next activation, the stack may move together as a stack. When units move together to form a stack, both units assume the worst morale and formation state of either units. Thus, if a Morale Shaken/Formation Normal Cavalry unit stacks with a Morale Normal/Formation Shaken Light Infantry unit, both units are now Morale Shaken/Formation Shaken.

8.3 Stacking with Artillery

8.3.1 When a unit stops movement in a hex occupied by an Artillery unit, the player must decide which unit will be on top of the stack. Only the unit on top may engage in Fire Combat or be the target of Fire Combat. If an Artillery unit is stacked on top of a two-hex Infantry unit, the half of the Infantry unit not stacked with the Artillery unit can still fire.

8.3.2 The order of the stack may only be changed by the non-Artillery unit performing a Move or Advancing Fire Action when activated OR in lieu of a Reaction Fire by the Artillery unit. In the latter case, neither the Artillery unit nor the unit it is stacked with perform Reaction Fire; instead, the Artillery unit is flipped to its Fired side and placed at the bottom or top of the stack. If already on its Fired side, only a Move or Advancing Fire Action by the non-Artillery unit can change the stack order.

8.3.3 An Artillery unit and the other unit stacked with it may be in different morale or formation states and may face different directions.

8.4 Cavalry Incorporation

If a Cavalry unit has taken casualties it may incorporate other Cavalry units (with the same or different morale) to replace some or all of its losses, but never more than its printed strength. The moving Cavalry unit moves into the hex containing the unit to be incorporated. The non-moving unit is removed from play and is counted for victory points as an eliminated unit. The moving unit removes a number of casualties equal to the remaining strength of the non-moving unit and ends its movement.

If the non-moving unit had more strength points remaining than the moving unit could absorb, they are lost.

Example: At 1st Newbury, Rupert's 4-8 Cavalry squadron has 2 casualties. His 2nd squadron, a 4-7 also has 2 casualties. The owning player moves the 4-8 to the 2nd squadron hex. 2nd Squadron is removed from play and the 2 casualties are removed from the 4-8 squadron.

9.0 Reaction

9.1 Basic Concepts

9.1.1 REACTION IN GENERAL: Under certain conditions, the Inactive player may interrupt his opponent's current activation to react with his Inactive units. Reaction by an Inactive unit is permitted only when triggered by specific activities of an Active unit occurring in the Inactive unit's Reaction Zone. Reaction Zones are described in 9.1.4. For each trigger, a unit may Reaction Move or Reaction Fire, but not both (in other words, Reaction Fire and Reaction Movement are mutually exclusive). Only Inactive units may React. Exceptions:

- An Active Cavalry unit may Reaction Fire, but not Reaction Move, against a successful Interception (9.3).
- An Active unit may Reaction Fire or Reaction Move against an Inactive unit that advances after Close Combat (11.4.9).

9.1.2 REACTION ZONES: Reaction Zones vary depending on the type of unit reacting, whether the reacting unit Reaction Fires or Reaction Moves, and what type of Reaction Movement the unit performs. A unit may only perform one Reaction to any trigger in overlapping Reaction Zones.

- An Artillery unit may Reaction Fire to enemy Fire up to its maximum range (counter-battery fire), and Reaction Fire to other triggers up to its grazing fire range. An Artillery unit may only Reaction Fire through its frontal arc (see diagram on page 17).
- A non-Artillery unit may Reaction Fire into any hex adjacent to its front or flank.
- An eligible unit may perform Reaction Movement when an enemy unit moves into one of the hexes mentioned for the specific type of Reaction Movement in cases 9.2.2, 9.2.3, and 9.2.4.

9.1.3 TRIGGERS: An eligible Inactive unit may Reaction Move or Reaction Fire each time:

- An Active unit enters any hex in the Inactive unit's Reaction Zone either by normal movement or advance after combat; or
- An Active unit changes facing in the Inactive unit's Reaction Zone; or
- An Active unit performs a Reform or Rally Action in the Inactive unit's Reaction Zone; or
- An Active unit fires on or Salvo fires on the Inactive unit (Only the Inactive unit that was the target of the fire may react, and see 10.3.2 and 10.3.3 for special cases when Reacting to Advancing and Retreating Fire)

And (applies to all of the above) the Inactive unit has a clear LOS to the event triggering the reaction.

Example: At Edgehill, Rupert's 3-8 Cavalry unit moves adjacent to Ramsey's 4-6 Cavalry unit. When it moves adjacent, Ramsey may fire. Then Rupert fires (a Cavalry unit may fire at any point in its movement see 9.2) at Ramsey, who then can fire

again in reaction. Rupert defeats Ramsey in Close Combat and advances into a hex adjacent to a 2-6 Dragoon unit that may now Reaction Fire due to Rupert entering its Reaction Zone.

9.1.4 TWO-HEX UNITS: Both halves of a two-hex unit must undertake the same type of Reaction, and both halves may React (if otherwise eligible) even if only one half was triggered.

9.1.5 ARTILLERY UNITS: Artillery units on their Fired side may not react. Flip any Artillery unit that does React to its Fired side. Thus, Artillery units can only React once per turn, and only if they have not yet fired.

9.2 Reaction Movement

9.2.1 IN GENERAL: Reaction Movement occurs as soon as it is triggered: the Active player stops his movement, the Inactive player performs his Reaction Movement, and then the Active player resumes where he left off. There are three types of Reaction Movement (9.2.2-9.2.4). There is no limit to the number of times a unit may perform Reaction Movement—it may do so each and every time a Reaction is triggered. However, a unit may use only one type of Reaction Movement per trigger. A unit may Reaction Move even if in the frontal hex of an enemy unit.

9.2.2 FACING CHANGE: If an enemy unit whose movement allowance (including the effects of Formation Hits) is the same as or less than the reacting unit's movement allowance moves adjacent to a flank or rear hex of the reacting unit, the reacting unit may change facing as follows:

- a) Single hex non-Artillery units may change facing by up to two hex vertices.
- b) Two-hex units may pivot (6.2.1) half their counter up to two hexes. The new hex or hexes that the moving half of the unit enters during a Reaction Facing Change may not be adjacent to an enemy unit unless the wheeling unit is under Charge Orders.

9.2.3 FORM HEDGEHOG: If an enemy Cavalry unit moves within two hexes of a Heavy Infantry unit's front or flank, and that HI unit is in one of the formation states listed in 6.3.2b (including Formation Shaken), the HI unit may attempt to form Hedgehog as a Reaction by passing a MC. A failed MC prevents the unit from forming Hedgehog and lowers its Morale status by one (see 12.0). An eligible Heavy Infantry unit must attempt to form Hedgehog if an enemy Cavalry unit enters one of its rear (not flank) hexes. Note, the Heavy Infantry unit is not required to remain in that formation just because a Cavalry unit is adjacent to its rear.

9.2.4 WITHDRAW: If an enemy unit whose movement allowance (including the effects of Formation Hits) is the same as or less than the Reacting unit's movement allowance expends movement points within two hexes of the Reacting unit, the eligible reacting unit may move up to its full movement allowance (including the effects of Formation Hits) away (i.e., end its move further away from the triggering unit than when it started). A unit may perform a Withdraw Reaction Move only once per enemy activation. To be eligible, a unit must be:

- a) Under Rally Orders
- b) A leader alone in a hex, or
- c) A Cavalry unit approached by Heavy Infantry.

A unit performing a Withdraw Reaction Move may not move adjacent to any enemy unit. Units retreating in this fashion do not simply back up—all normal rules of movement, facing and formation hits apply.

9.3 Interception

9.3.1 ELIGIBILITY: An Inactive Cavalry unit may attempt to intercept an Active enemy unit if the following conditions are met:

- a) The enemy unit expends movement points or completes an advance after combat anywhere within four hexes of a friendly Cavalry unit and
- b) The enemy unit is in the Cavalry unit's Front or Flank arcs (trace this arc straight out one flank of the unit, then around its front to the other flank), and
- c) The Cavalry unit is not Formation Broken, and
- d) The Cavalry unit has a clear LOS and a clear movement path to the moving unit, and
- e) The Cavalry unit is able to legally move to a hex adjacent to the moving unit (i.e., have enough MPs and be able to withstand the formation hits caused by such movement), and
- f) The Cavalry unit has not already attempted an Interception during the current enemy Wing activation, and
- g) The movement allowance of the Cavalry unit (including the effects of Formation Hits) is the same as or greater than the non-moving unit's movement allowance.

9.3.2 PROCEDURE: The moving unit stops while the Reacting Cavalry unit checks on the Interception Table to determine if its Interception attempt is successful. The current Orders of the Cavalry unit is found on the Interception Table and a die is rolled. Apply any applicable modifiers. If the die roll falls within the range on the table the Interception is successful. If it fails, the Cavalry unit remains in place with no penalty. Cavalry may not intercept an Interception. Two or more Cavalry units may attempt to intercept the same moving unit, but fully resolve each attempt before going on to the next. A player does not have to declare all attempts before rolling; he may declare one, resolve the Interception, and then declare another.

9.3.3 SUCCESSFUL INTERCEPTION: If successful, the owning player must move the Cavalry unit adjacent to the enemy unit it is intercepting. Each hex entered must be 1 hex closer to the intercepted unit. All normal movement rules and formation hits apply. If Cavalry, the intercepted enemy unit may Reaction Fire (9.4), and then the intercepting Cavalry unit may fire (10.2). After Fire Combat is resolved, the intercepting Cavalry unit may engage in Close Combat, which is resolved immediately. Note: The intercepted unit may not perform Reaction Movement in response to the Interception because only inactive units may so React. Mark any unit that successfully intercepts with an Interception Done marker to indicate that it cannot intercept again this activation. Remove all Interception Done markers at the end of the current activation.



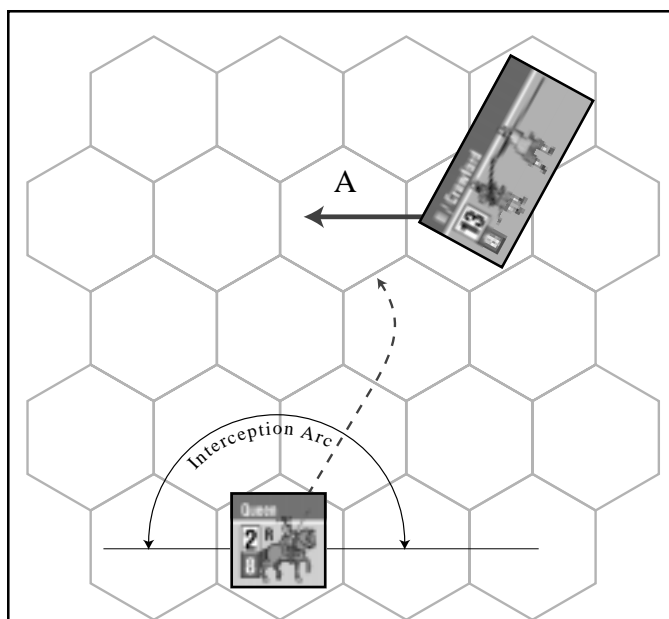
9.3.4 After any post-Interception Close Combats are resolved, the Active player resumes the interrupted action of the intercepted unit (assuming it's still on map), and then continues with other units of the activated Wing. Hits incurred during the Close Combat do not affect the remaining movement allowance of the intercepted unit, unless it became Formation Broken. An intercepted unit loses any Momentum (11.3.6) accumulated up to the time of the Interception, and must satisfy the requirements for Momentum from the point at which it resumes movement.

9.3.5 Cavalry that intercepted may still undertake Actions when its Wing is activated. A Cavalry unit in a Wing that is Finished may also intercept.

9.4 Reaction Fire

9.4.1 There is no limit to the number of times Infantry may use Reaction Fire as long as each is triggered separately. Reaction Fire is handled in the same manner as regular Fire (10.0). Cavalry is subject to pistol limitations (10.7) and Artillery may still only fire once per turn. For Reaction Fire, Heavy Infantry may use salvo fire (10.4) and all Infantry may use Skirmishing Fire (10.3.3), but no unit can use Advancing Fire (10.3.2) or Retreating Fire (10.3.4).

9.4.2 HEAVY INFANTRY REACTION FIRE VS. MOVING CAVALRY: Modify the Reaction Fire die roll by -1 if the target



EXAMPLE OF INTERCEPTION: The 2-hex heavy infantry unit wants to move forward 4 hexes but is stopped in hex A by the opposing player who wishes to conduct an interception with his cavalry unit. The cavalry unit is currently under Charge orders so a die roll of 0-5 is required for a successful interception. The cavalry unit's Original Morale is 8, so the die roll will be modified by -1. If the interception is successful, it will allow the cavalry to intercept the heavy infantry unit in its rear.

is a Cavalry unit that has moved or advanced after combat one or more hexes before entering the firer's Reaction Zone.

9.4.3 ARTILLERY REACTION FIRE: Artillery may Reaction Fire on any unit that fires on its hex, or moves within its Grazing Fire Range. The target unit must be within range and within the Artillery unit's frontal arc.

9.4.4 In addition to regular fire, changing the position of Artillery in a stack in lieu of actually firing (8.3.2) is also considered "Reaction Fire" for its trigger.

10.0 Fire Combat

10.1 Basic Fire Rules

10.1.1 IN GENERAL: Units may fire as an Action during their Wing's activation. Inactive units may use Reaction Fire (see 9.4). A unit can fire at any enemy unit or leader that is within its Range and Line of Sight. Fire combat is voluntary; no unit is ever required to fire.

10.1.2 RANGE: Range is the number of hexes from the firing unit to the target, counting the target unit's hex but not the firing unit's hex. The range for all Infantry and Cavalry units is one hex. The range for Artillery units is printed on the counter.

10.1.3 FIRE AND FACING: Infantry and Cavalry may fire into their front or flank hexes. Artillery may fire through its frontal hexes only. No unit may ever fire through its rear hexes.

10.1.4 OTHER BASICS: Units may not combine fire. Each unit fires individually. Units fire by hex, so a two-hex Heavy Infantry unit would fire twice, but the fire from both halves is together considered one action. A two-hex unit does not have to fire at the same target unit.

10.1.5 INTEGRATED ARTILLERY. A Heavy Infantry unit that also has an artillery symbol on it contains regimental artillery. This artillery does not fire separately. Instead, the effects of this Artillery fire are integrated into the Heavy Infantry with Regimental Artillery Musketry Table. Use this table when firing Heavy Infantry units that have artillery symbols, and use the regular Heavy Infantry table when firing other Heavy Infantry units. This inherent artillery is not limited to just one fire per turn as normal Artillery is; you can use the Heavy Infantry with Regimental Artillery Musketry Table each time the unit fires.

10.2 Cavalry Pistol Fire

Cavalry may undertake a Movement Action then fire at any point in their movement; a separate Fire Action is not needed. A Cavalry unit may use Pistol Fire without moving. A Cavalry unit can only fire one pistol during a Movement Action. A Cavalry unit may only fire twice before it needs to reload (see 10.7).

10.3 Normal Infantry Fire

10.3.1 Infantry may only fire as a separate Action. They may not fire after undertaking any other Action. Some fire options require the firing unit to move—this is an inherent part of the Fire Action, and is not considered a Movement Action. Infantry

have three normal fire options. All three are available to all types of Infantry:

10.3.2 ADVANCING FIRE: The activated unit advances 1 hex directly forward, or, if stacked under an artillery unit and adjacent to an enemy unit, merely moves to the top of the stack. This move can trigger Reaction, which is resolved before the activated unit fires. Apply any Reaction Fire hits and make any necessary MCs on the Activated unit before proceeding further. If the activated unit survives the Reaction Fire it may fire (this fire does NOT trigger another Reaction Fire). Only units under Charge Orders may use Advancing Fire.

COMMENTARY: Also called Firing by Introduction. This fire was achieved by the front rank advancing to its officer or Sergeant and firing, then standing fast to reload, while the next rank advances beyond it. This was also known as a Caracole.

10.3.3 SKIRMISHING: The activated unit fires and then the target unit (if it survives) may return fire. No movement is involved. Apply all hits and make any necessary MCs on the target unit before it fires back.

COMMENTARY: Also called Firing at the Steadfast. The musketeer would fire and then move to the rear by the right hand through the ranks.

10.3.4 RETREATING FIRE: The activated unit fires with the -3 retreating fire modifier. The target may then return fire with the -3 retreating fire modifier. Apply all hits and make any necessary MCs on the target unit before it fires back. Then the activated unit moves into either/any of its rear hexes, retaining the same facing. Retreating Fire is not available to units under Charge Orders.

COMMENTARY: Also called Fire by Extraduction. This was a means by which a block of musketeers could retire but still give fire unto the enemy. The opposite of Introduction, Extraduction was firing by rank and retiring to the rear.

10.4 Salvo Fire (Heavy Infantry Only)

A unit may use Salvo fire only ONCE per turn and only into frontal hexes. The unit is marked with a Salvo Marker as a reminder. If the unit fires again in the same turn (using Normal Infantry fire) its Fire die roll is modified by -1. Salvo fire by an Active unit triggers Reaction Fire. Salvo fire may also be used when a unit Reaction Fires. Targets of Salvo fire must make a Morale Check (see 10.6.3). Salvo Fire is a separate and distinct action from Normal Fire (10.3) and has NO movement component. If only half of a two-hex unit Salvo fires in any one fire opportunity, mark the whole unit as having Salvo fired.

Note: Scenario instructions may limit which units have Salvo capability. This tactic was also known as volley or salvee.

10.5 Fire Combat Procedure

10.5.1 Heavy Infantry

- A) Designate the target unit
- B) Determine if the fire is from the firing unit's front or flank hexes

- C) Determine which Musketry table to use
- D) Determine whether to use the front, flank or salvo column on the Musket table
- E) Roll the die and apply any applicable modifiers
- F) Cross-reference the die roll under the appropriate column to find the results
- G) Apply the results

10.5.2 Light Infantry

- A) Designate the target unit
- B) Find the Commanded Muskets and Dragoons column on the Light Infantry and Cavalry Fire Table
- C) Roll the die and apply any applicable modifiers
- D) Find and apply the results

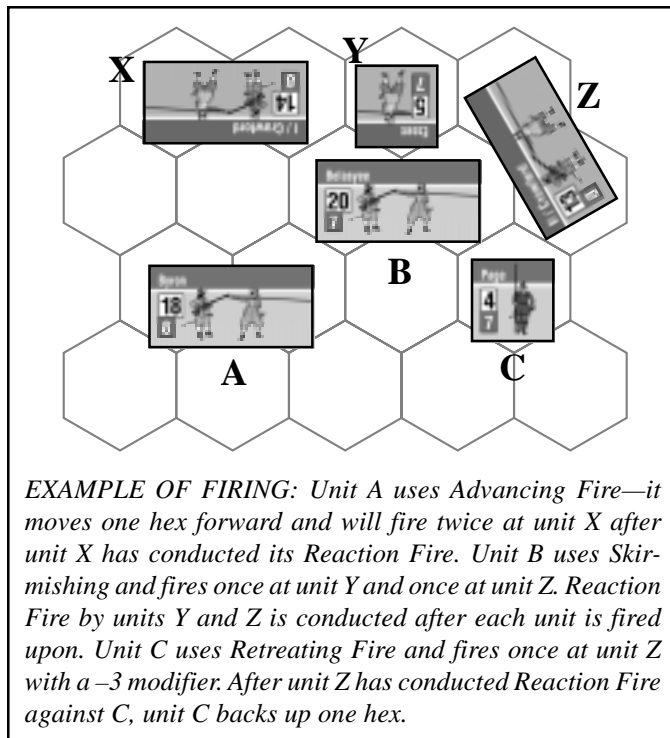
10.5.3 Cavalry Fire

- A) Designate the target
- B) Find the Cavalry Pistol Fire column on the Light Infantry and Cavalry Fire Table
- C) Roll the die and apply any applicable modifiers
- D) Find and apply the results
- E) Mark the Cavalry unit with the appropriate Pistol marker

10.6 Fire Combat Results

NOTE: Fire combat is asynchronous and results are applied immediately.

10.6.1 CASUALTIES: Fire combat results are expressed in terms of casualties (or hits) to the target unit. Place a Casualty Point marker under the unit counter to indicate the total number of hits the unit has taken. Artillery is eliminated if it takes a hit, and is immediately replaced with a 'Disabled Guns' marker (10.8.9). Any other unit is eliminated when it has taken hits equal to or greater than the printed strength.



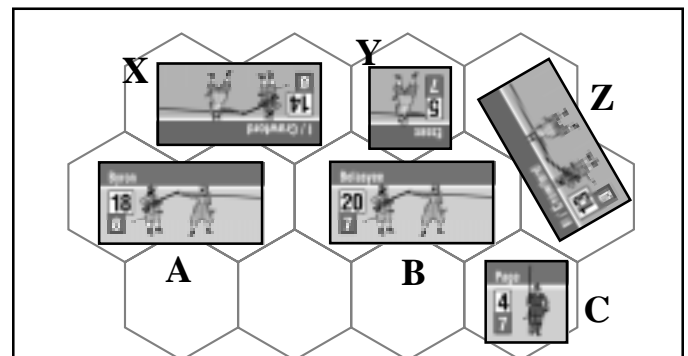
10.6.2 MORALE CHECKS: Casualties may also require a unit to check morale. When a unit suffers casualties from Fire Combat, compare the unit's current morale to the number of hits it incurred in the Fire Combat (see below). Note that fire combat from a single unit can never cause more than one Morale Check to a target no matter how many hits it achieves.

- Current unit morale of 6 or less—One Morale Check on any hit result during fire combat.
- Current unit morale of 7—One Morale Check on two or more hits during one fire combat.*
- Current unit morale of 8—One Morale Check on 3 or more hits during one fire combat.*

*The hits must occur during one Fire Combat from one unit. A two-hex Heavy Infantry unit is considered one unit even if it rolls twice on the fire table against the same target.

10.6.3 SALVO FIRE AND MORALE: All units must check morale if they are the target of Salvo Fire, whether they suffer a hit from that fire or not.

10.6.4. CASUALTY THRESHOLD: A target unit that is at or above its Casualty Threshold (12.5) at the moment it is fired on must make a Morale Check on any hit resulting from that fire combat.



EXAMPLE OF FIRE RESOLUTION: Note that strength points have no bearing in heavy infantry fire resolution. The sequence of Musketry Fire is listed below:

- A. Unit X fires two times at unit A (Reaction Fire triggered by unit A entering its Reaction Zone).
- B. Unit A fires twice at unit X.
- C. Unit B fires once at unit Y.
- D. Unit Y fires back (Reaction Fire triggered by step C).
- E. Unit B fires its second shot at unit Z. Note that this fire is considered frontal fire.
- F. Unit Z fires back firing two times (Reaction Fire).
- G. Unit C fires at Z using retreat fire (-3).
- H. Unit Z fires back (Reaction Fire) applying a -3 modifier. Since only one hex of the 2-hex unit is adjacent, Z can fire only one time.

10.6.5 MULTIPLE MORALE CHECKS: A unit that must make multiple Morale Checks due to a combination of casualty hits, Salvo Fire and Casualty Threshold rolls the die only once and adds +1 for each Morale Check required beyond the first. (The maximum would be a MC +3, for Casualties from fire combat MC (10.6.2), a Salvo MC (10.6.3), a Casualty Threshold hit MC (10.6.4), and finally for a Musket Table result calling for a MC if the firing unit has organic Regimental Artillery.)

Example: A unit with an original morale of seven takes two hits from Salvo Fire. Instead of rolling two times, the owing player rolls once and adds +1 to the result.

10.6.6 FORMATION HITS: If a target unit is already Formation Broken, Morale Broken (no formation), or in Hedgehog, then any Formation Hit on that unit caused by Artillery, Heavy Infantry, or Light Infantry fire becomes a Casualty hit instead.

10.7 Cavalry Ammunition Supply

10.7.1 Cavalry went into battle with their pistols (and sometimes carbines) already loaded. Cavalry units have two “shots” before their pre-loaded weapons are expended.

10.7.2 When a Cavalry unit fires, mark it with a “1st Pistol Used” marker. If it is already marked with a “1st Pistol Used” marker, then mark it with a “No Pistols” marker.

10.7.3 NO PISTOLS: Cavalry marked “No Pistols” may not perform a Fire Action or Reaction Fire.

10.7.4 RELOAD: Cavalry may reload by performing a Reform Action in lieu of changing its Formation State. For each such Reform Action, reduce a unit’s Pistols marker one level, from “No Pistols” to “1st Pistol Used,” or remove the “1st Pistol Used” marker. Thus, it takes two Reform Actions to fully reload if both pistols have been used.

10.8 Artillery Fire

Artillery is divided into three classes, 12lb, 4-8lb, and 3lb. The English referred to these classes as Culverins, Sakers and Falcons respectively.

10.8.1 Artillery may only fire ONCE per game turn through the frontal hexes, either when their Wing is activated or as Reaction Fire. Artillery may fire even if out of command (in which case they fire during the activation of the Wing they were last in command with).

10.8.2 PROCEDURE:

- A. Find the range from the Artillery unit to the target unit. Make sure the Artillery unit has a clear Line of Sight (see 10.9).
- B. Cross-index the Artillery class and the range on the Artillery Range Table. The result will be the range modifier.
- C. Roll the die and apply the range modifier found in step B. Find the result on the Artillery Fire Table. Apply the result to the target unit. Flip the Artillery unit to its Fired side.

10.8.3 GRAZING FIRE: If the target of Artillery Fire is within the Grazing Fire Range printed on the Artillery counter, then each unit along the Line of Fire (LOF) to and/or beyond the

Target to the extent of grazing fire range is attacked with a separate die roll. Trace the LOF from the Artillery unit’s hex through the first target unit and along a straight line to the end of the Grazing Fire Range. The LOF goes through both enemy and friendly units. LOF extends into terrain that blocks LOS, but not beyond. LOF does not extend across slope hexsides. LOF does extend one hex beyond hedge hexsides.

10.8.4 GRAZING FIRE AGAINST TWO HEX UNITS: If the line of fire traces through both hexes of a two-hex unit, then the unit is attacked twice (once for each hex).

10.8.5 GRAZING FIRE ALONG A HEX-SPINE: Grazing fire does not affect both the left and right hex if the fire is traced along a hex spine. The firing player must decide which side the grazing fire will affect and this will hold true for the length of the grazing fire. See example on the next page.

10.8.6 CAVALRY AVOIDANCE OF ARTILLERY FIRE: Cavalry that is fired on by Artillery (including artillery integral to an Infantry unit) and suffers a formation hit may avoid the formation hit by moving to a flank hex while retaining the same facing. If the result includes other effects in addition to the Formation Hit, the Cavalry unit may avoid the Formation Hit but not the other results. Stacking rules may not be violated. Orders restrictions on moving in relation to enemy units still apply (5.6). This Avoidance movement is in lieu of any Reaction (9.0) that the Cavalry unit might be eligible for (such as Reaction Fire).

10.8.7 FORMATION HITS: Artillery that takes a formation hit checks morale instead.

10.8.8 MORALE BROKEN: Artillery that becomes Morale Broken does not retreat. It is unable to fire or change facing until rallied.

10.8.9 ELIMINATION: Artillery units that are eliminated by any means (Fire, Close Combat, being retreated through) are marked with a Disabled Guns marker. The Artillery unit counter is never removed from play. If an enemy unit enters an Artillery unit’s hex during movement or advance after Close Combat, the Artillery unit is captured; flip the Disabled Guns marker over to its captured side. This way ownership of the guns (for determining victory) may change hands several times before a battle is over. Disabled, captured or recaptured guns may never be re-crewed by either side.

10.9 Line of Sight (LOS)

10.9.1 LOS may not be traced through Wagons, Heavy Infantry or Cavalry Units, but these units do not block Grazing Fire (10.8.3). An LOS may be traced through other units and leaders.

10.9.2 IN HEX FEATURES: Line of sight may be traced into, but not through blocking terrain. Terrain will be designated as blocking line of sight by the battle-specific rules or the Terrain Effects Chart.

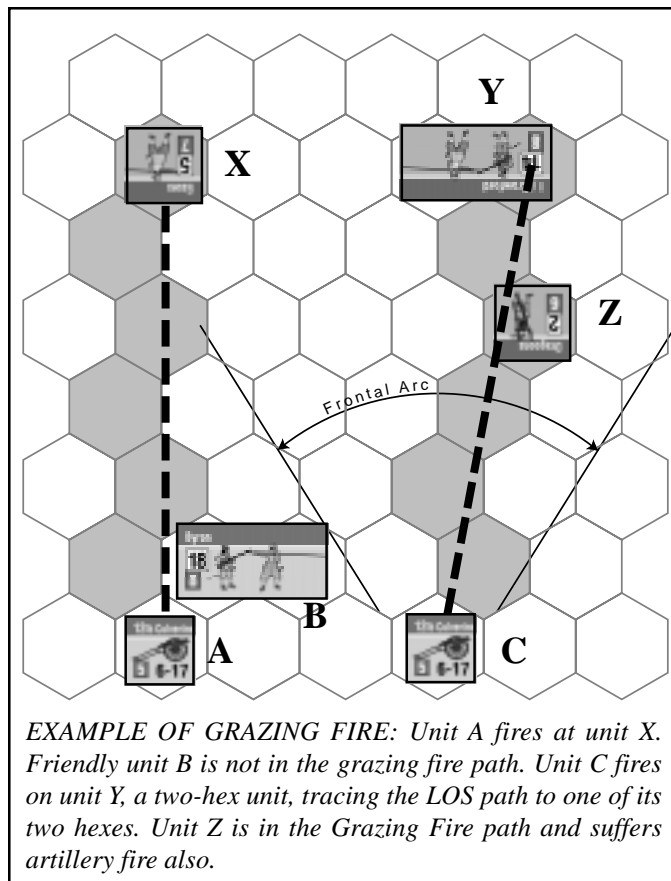
10.9.3 HEXSIDE FEATURES: The two types of hexside terrain are hedges and slopes. An LOS extends into the hex di-

rectly behind a hedge, but not beyond. If two units are on either side of a hedge the first to get there gets the defensive benefit. Slopes are defined in the battle specific rules as steep or gentle. Both stop Grazing Fire (10.8.3). Gentle slopes have no other effect on fire or movement. Steep slopes represent the military crest of a convex slope. It produces a “dead zone” where LOS is blocked. This “dead zone” extends 1 hex from the slope for each hex between the spotting unit and the slope. Thus if an Artillery unit is 2 hexes away from a slope hexside, a 2-hex “dead zone” extends on the other side of the slope that the spotting unit can not trace an LOS into.

10.9.4 PROCEDURE: Units trace a Line of Sight by tracing a line from the center of the firing unit’s hex to the center of the target unit’s hex. If the line is traced through any portion of a hex with terrain listed on the TEC as blocking, then the LOS is blocked and Fire Combat may not be performed. An LOS that passes along a hex spine is blocked only if both hexes sharing that spine contain blocking terrain or units. An LOS to a two-hex unit is traced to either hex the unit occupies (firer’s choice).

10.10 Leader Casualties

Leaders may be killed or wounded by fire combat. If a leader is in a hex that is fired on with any result other than no effect, roll one die. On a “9” the leader is removed from play. See 5.3.3 for replacing a leader.

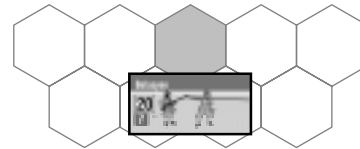


11. Close Combat

11.1 Close Combat in General

11.1.1 WHEN: Close Combat takes place at the end of each Wing Activation, after the Active player has finished all other Actions with that Wing’s units, including Fire Combat, Movement, Rally and Reform Actions. It can also take place as part of a successful Interception.

11.1.2 WHO: Both the Active and Inactive players may conduct Close Combat during the Close Combat phase. The Active player may designate only those units that are part of his Active Wing for Close Combat. The Inactive player may attack any adjacent enemy unit from the Active Wing if the Inactive Player’s unit has not been designated as a target. The attacking unit must be adjacent to the defending unit and the defender must be in one of the attacker’s frontal hexes. Close Combat is always voluntary, and not all enemy units adjacent to the attacker’s frontal hexes must be attacked.



11.1.3 TWO-HEX INFANTRY UNITS: These units may only attack a single unit. The defending unit must occupy, or have at least one hex (for two-hex units) in the center front hex of the attacking unit.

Note: This represents the inherent inflexibility of the musket and pike formations. The pikes were in one large block in the center of the formation with the muskets divided evenly on either side. Thus, a two-hex unit may only Close Combat with units in its front center hex.

11.1.4 MULTI-HEX COMBAT: A unit may only attack one hex. However, more than one unit may attack the same hex. Combine the strengths of all units attacking the same hex. Similarly, if both hexes of a two-hex unit are being attacked, the strengths of all the attacking units are combined, and the attack is resolved as one Close Combat. If units of different types (Cavalry or Infantry) and/or different terrain attack a hex, the modifiers most advantageous to the defender are used.

11.1.5 ORDERS AND ACTIONS NOT RELEVANT: Orders do not restrict eligibility for Close Combat and the Active player’s units may conduct Close Combat even if they have just performed an Action in the current Activation.

11.2 Close Combat Procedure

- The Active player designates all Close Combat attacks.
- The Inactive player may designate any Inactive unit not already designated as a defender to attack in Reaction Close Combat.
- The Inactive player resolves all Reaction Close Combat first, starting at either the left or right side of the line and proceeding down the line. Once all Close Combats by the Inac-

tive player have been resolved, follow the same procedure for the Active player's units.

- D. For each Close Combat, players calculate modifiers, then the Attacker rolls on the Close Combat Table and finds the results.
- E. Apply the results of the close combat, including any routs, retreats, advances after Close Combat, and Cavalry pursuits.
- F. Both attacker and defender in each Close Combat suffer a formation hit. Exception: If a unit is already marked Formation Broken or in Hedgehog there is no further effect.
- G. The losing side may perform Reaction Fire, Reaction Movement or Interception with eligible units in response to an enemy advance after combat. The winning side may not react in response to a retreat or rout.

Note: The Inactive player may attack a unit that has been designated, by the Active player, to attack a different unit. Since the Inactive player's units resolve Close Combat first, you may use this method to help out a less able unit by attacking his attacker.

11.3 Close Combat Modifiers

11.3.1 Players should refer to the Close Combat Table and to the Terrain Effects Chart (TEC) for applicable modifiers. If there is a question as to which modifier to apply, always use the one

most advantageous to the defender. Note that the modifiers for Formation state, Salvo, and Momentum can only be applied once per combat, no matter how many units of a side those modifiers apply to. Within this restriction, all modifiers are cumulative. However, if the final total of all modifiers exceeds +4, reduce the total to +4. Similarly, if the final total is less than -4, increase the total to -4.

11.3.2 LEADERSHIP EFFECTS: If a leader is stacked with a participating attacking or defending unit, the owning player(s) must use the leader's Leadership Rating to modify the die roll. If attacking, the Leadership Rating is converted to a positive number. Only one leader on each side can influence each Close Combat die roll.

11.3.3 MORALE DIFFERENTIAL: Take the highest morale rating from the attacking units and subtract from this number the morale rating of the defender. The result (+/-) is the die roll modifier for morale.

11.3.4 STRENGTH RATIO: Compare the total current strength points of all attacking units to the strength points of the defender and express the comparison as a simple ratio (casualties are deducted from a unit's strength when calculating strength ratio). Fractions are rounded down in favor of the defender. The die roll is modified for the following ratios:

4:1 or greater	+2
2:1 or greater	+1
1:2 or less	-1
1:4 or less	-2

Use the highest number that applies (that is, these are not cumulative).

11.3.5 CAVALRY vs. HEAVY INFANTRY: If Cavalry is attacking Heavy Infantry use only half the Infantry strength for the strength ratio calculation.

Example: If 3 Cavalry points attack 18 Heavy Infantry points, the strength ratio would be 3 to 9 (1:3 strength ratio).

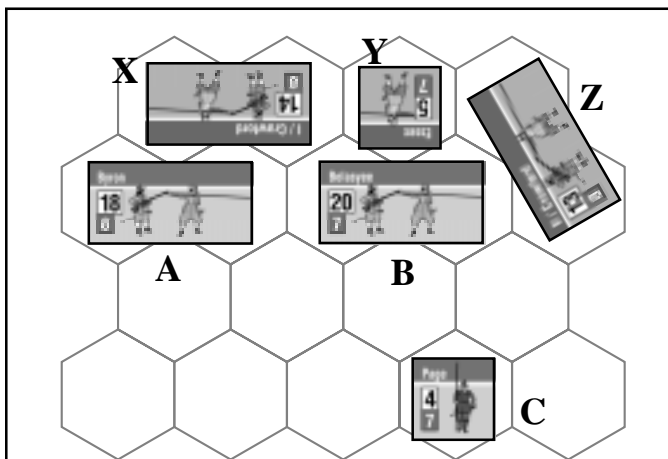
11.3.6 ATTACKER MOMENTUM: If any attacking Heavy Infantry or Cavalry unit: (a) Moves two hexes straight, through clear terrain, into combat; and (b) Does not change facing, fire, or get Intercepted in those two hexes; then the attacker may add one of the following die roll modifiers to his Close Combat roll:

- +2 if the moving unit is Cavalry
- +1 if the moving unit is Heavy Infantry



Mark any unit eligible for this bonus with a Momentum marker at the completion of its movement, and remove the marker at the completion of Close Combat.

No matter how many units may be eligible for a Momentum modifier, this modifier may only be used once in any Close Combat. Thus, if two Cavalry units are attacking together and each meets the Momentum requirements, the Momentum modifier is +2, not +4. If only one of them met the Momentum requirements, the modifier would still be +2.



EXAMPLE OF CLOSE COMBAT: The Parliament player (units A, B, and C) is the Active player and designates Close Combat first. Unit A will attack unit X, and unit B will attack unit Y. Note that B cannot Close Combat Z because it is not in the front center hex. The Inactive (Royalist) player may instigate Close Combat with Z because that unit is not a target of any Close Combat and adjacent to enemy units who have been designated for Close Combat. The sequence is:

1. Royalist unit Z attacks unit B (Reaction Close Combat).
2. Parliament unit A attacks unit X.
3. Parliament unit B (if it survived step 1) attacks unit Y.

Crossing a slope hexside does not prevent Attacker Momentum. Any hex entered during an advance after an Interception Close Combat does not count for Momentum. Note: In the case of a successful Interception (9.3), the intercepting unit is eligible for the Momentum modifier, but the intercepted unit is not. Interception Close Combat (9.3.3) robs the intercepted unit of any Momentum it may have acquired up to the point of Interception, but it does not stop it from reacquiring Momentum if it continues its Activation after the Interception is resolved.

11.3.7 **FLANK AND REAR ATTACKS:** Modify the die roll by +1 for each flank or rear hex the defender is attacked from. Thus, a two-hex unit attacking a unit from both a flank and a rear hex would get a + 2 modifier. Note that defenders in Hedgehog or units that are Morale Broken have no flank or rear hexes.

11.3.8 **CLOSE COMBAT MATRIX:** Some unit types are more effective against certain types of targets. Consult the Close Combat Matrix to determine if any modifiers apply. Note that Artillery is ignored in Close Combat (11.5).

11.3.9 **CAVALRY PISTOL FIRE:** Cavalry units involved in Close Combat have the option to expend a pistol shot in Close Combat. The attacker announces his intention to do so first, followed by the defender. For each attacking unit that expends a pistol shot, apply a +1 modifier to the Close Combat roll. If the defender expends a pistol shot, apply a -1 modifier. Do not resolve Pistol Fire; simply mark the Cavalry units as having expended a pistol shot and then apply the modifier.

11.4 Close Combat Results

11.4.1 Results from the Close Combat table are applied immediately and affect all units indicated.

Attacker/Defender Morale Broken: No matter what the unit's current Morale state is, mark the unit with a "Morale Broken" marker and retreat the unit(s) two hexes. Retreat in this case means the unit turns tail and runs away towards the nearest friendly map edge, its back towards the enemy. Change the unit's facing accordingly. There are no Movement Points expended, and neither the facing change nor the retreat movement are Reaction triggers.

Attacker/Defender Morale Shaken: The unit(s) becomes Shaken and is retreated one or two hexes as appropriate. The one or two hex retreat is an orderly withdrawal—the unit simply "backs up" the required number of hexes away from the attacker, while still retaining its formation and facing.

Eliminated—The unit is removed from the map. Cavalry may pursue eliminated units (see 11.7).

Note: In pursuit of eliminated units, the Cavalry unit is chasing the fugitives from the field.

11.4.2 **COMPOUNDED MORALE RESULTS:** If a unit suffers a Morale Shaken result and is already Shaken, treat it as a Morale Broken result. If a unit is Broken and receives any adverse result, treat it as an Eliminated result.

11.4.3 **STACKING AND RETREATS:** Units may not retreat through friendly units during a retreat. Exception: A unit may retreat through an Artillery unit, but the Artillery unit is immediately marked with a Disabled Gun marker. A Light Infantry/Cavalry stack may retreat together. A Light Infantry unit that retreats may end its retreat stacked with a Cavalry unit and vice-versa.

11.4.4 **TWO-HEX UNITS IN RETREAT:** Both halves of a two-hex unit must retreat, even if only one half was attacked. In other words, a two-hex unit cannot retreat by pivoting.

11.4.5 **UNITS UNABLE TO RETREAT:** If a unit is Morale Broken and cannot retreat due to stacking restrictions or enemy units, it must use the Unable to Retreat Table. Roll the die, apply any applicable modifiers and find the result. If the unit is Morale Shaken and cannot retreat it suffers a casualty point for each hex it was unable to retreat. A Stand Result returns the unit to Morale Shaken, in essence a "free" rally. If a unit is required to retreat two hexes but can only retreat one, retreat it one hex and then roll on the Unable to Retreat Table.

11.4.6 **ADVANCE AFTER COMBAT:** Results include attacker or defender advances after Close Combat. The attacking unit must advance while the defending unit may advance or choose to remain in its original hex. If there are two or more attacking units, only one unit advances per defender hex; the attacker must select the highest morale unit to advance. If more than one qualifies, then the owning player may choose which to advance. If a two-hex unit retreats the victorious player may advance into either of the vacated hexes or both. An advancing unit does not expend movement points, so it can advance even if it has no current Movement Allowance.

11.4.7 **ADVANCE AND FACING:** Units that advance may change facing one hexside.

11.4.8 **TWO-HEX UNITS IN ADVANCE:** If a two-hex unit advances after combat, both halves of it must advance if possible. If attacking a one-hex unit and only a one-hex gap opens after the retreat, then the two-hex unit may wheel so that only one half enters the vacated hex. A two-hex unit cannot change facing after advancing.

11.4.9 **ADVANCE AND REACTION MOVEMENT/FIRE:** Advance after Close Combat triggers Reaction Movement (9.2) and Reaction Fire (9.4) except from the unit that retreated.

11.4.10 **ADVANCE AND FORMATION HITS:** If moving into that hex would cause a formation hit, advancing into it causes one as well. This is in addition to the formation hit normally incurred by engaging in Close Combat (11.2.F).

11.5 Artillery in Close Combat

11.5.1 Artillery units alone in a hex are automatically captured when an enemy unit enters its hex during movement OR an advance after Close Combat.

The attacker advances into the hex and does NOT take a Formation Hit (unless called for by the terrain).

11.5.2 Artillery stacked with another unit in Close Combat is ignored. If the non-Artillery unit loses the Close Combat then the Artillery unit is captured and a Captured Guns marker is placed on it. If an Artillery unit is stacked with half of a two-hex Heavy Infantry unit, and the other half of the HI is eliminated or retreats from Close Combat, leave the Artillery unit but place a Disabled marker on it (treat it as a retreat through the Artillery as per 11.4.3)

11.6 Light Infantry in Close Combat

Light Infantry may initiate Close Combat ONLY against other Light Infantry. If a one strength point Light Infantry unit alone in a hex is attacked in Close Combat by anything other than another one strength point Light Infantry unit, it is automatically eliminated. The attacker advances into the hex and does not take a Formation Hit (unless called for by the terrain).

11.7 Cavalry Pursuit

11.7.1 Some results on the Close Combat Table require victorious Cavalry units to check for pursuit. A unit is required to pursue even if its current movement allowance is 0. Exceptions:

- If the Broken unit or Eliminated unit is Light Infantry, do not check for pursuit; instead the Light Infantry either retreats away (if Morale Broken) or is eliminated, and the Cavalry advances after Close Combat normally.
- If any Morale Broken unit rallies due to the Unable to Retreat Table ignore the Pursuit requirement.

11.7.2 PROCEDURE: Before conducting advance after combat roll on the Pursuit Table for each Cavalry unit that participated in the attack. There are three possible results:

A) Break Off: The Cavalry unit does not pursue. Instead, it performs a normal advance after combat (see 11.4.6).

B) Pursue and Eliminate: Advance the Cavalry unit along the retreat path into the hex occupied by the retreating unit and then remove the retreating unit from play. Note that this pursuit movement can trigger Reaction Movement and Reaction Fire (but not from the retreating unit), at the completion of the pursuit. Remove the retreating unit from play even if it retreats off map, or the Cavalry unit is prevented from advancing the whole retreat path. No matter what its previous state, mark the Pursuing Cavalry unit as Formation Broken.

C) Pursue off Map: Both the retreating unit and the pursuing Cavalry unit are removed from the map. A Cavalry unit that pursues off map is not eliminated (nor counted for VPs), but it may not return to the map during the game (however, a leader accompanying a pursuit may [see 5.3]). A pursuit off-map does not trigger Reaction Movement or Reaction Fire.

Note: If Pursuit is called for by the Cavalry Pursuit Table, Cavalry MUST pursue, including any leaders stacked with Cavalry.

Be careful that your Wing Commander does not leave the map at a bad time!

11.7.3 Cavalry stacked with Light Infantry will leave the Infantry behind, but leaders will pursue along with any Cavalry with which they are stacked.

11.7.4 If the Cavalry Pursuit die roll calls for the Cavalry unit to advance into the Broken unit's hex (results 3–5), but the unit was eliminated in Close Combat or by a previous Cavalry Pursuit roll, then treat the Cavalry Pursuit result as a Break Off.

Example: Three Cavalry units must check for Cavalry Pursuit in This Accursed Civil War. The first roll is a 3, which causes the elimination of the Broken unit. The second roll is another 3 but since the unit is already eliminated it is treated as no effect. The third roll is a 6, which causes the third Cavalry unit to be removed (it pursued the routed units off the map).

11.7.5 If a defending Cavalry unit must pursue, and there was more than one attacking unit, the Cavalry first pursues a unit that was in one of its front hexes; if there were none, then a unit in one of its flank hexes. (Pursuer's choice if all attacking units were in the same type of hexes.)

11.8 Leader Casualties in Close Combat

Leaders stacked with a unit that participates in Close Combat may become a casualty. At the end of each Close Combat that involved a leader, roll the die for each leader. On a "9", the leader becomes a casualty and is removed (5.3.3). If a leader is stacked with a unit which is eliminated the leader is automatically removed.

12. Morale

12.1 Morale in General

All units have a base morale between 4 (worst) and 8 (best) printed on the counter. In addition, units have four morale states: Normal, Shaken, Broken and eliminated.

12.2 Morale Check (MC)

To Check Morale roll the die and add the leadership rating of any one leader the unit is stacked with (you may not use both an AC and a WC if both are stacked in the hex). If the adjusted die roll is equal to or lower than the unit's current morale, it passes. If higher, lower the unit's morale status one level, i.e. Normal to Shaken, Shaken to Broken, Broken to eliminated.

Example: A unit with a morale rating of 7 would pass its morale check on a die roll of 0–7. It would fail on an 8 or 9.

12.3 When to Check Morale

A unit must make a MC for:

- Casualty Hits from Fire Combat (10.6.2).
- Being fired upon by Salvo Fire (10.6.3).
- Each Casualty Hit after its Casualty Threshold is reached (12.5).
- If an Artillery unit, receiving a formation hit result from Artillery fire (10.8.7).

- If a Heavy Infantry unit, attempting to form Hedgehog during Reaction Movement (9.2.3).
- Attempting to Rally (13.2.5).

12.4 Morale Results

12.4.1 Units that fail a Morale Check lose one level of morale. A Normal unit becomes Shaken, a Shaken unit becomes Broken, and Broken units are eliminated. Markers are provided to indicate a unit's current morale state. A successful Rally Attempt raises the unit's morale by one level.

12.4.2 MORALE SHAKEN: A unit that becomes Morale Shaken has its morale rating reduced by one.

Example: A unit with a printed morale of 7 would have a current morale of 6 if shaken.

12.4.3 MORALE BROKEN: Morale Broken units have no formation, and have a morale of 1. Since Morale Broken units have no formation, they have no facing and enemy units cannot get flank or rear shifts when attacking them. Whenever a unit becomes Morale Broken, it must immediately retreat two hexes. If it can't retreat due to stacking or terrain, then it uses the Unable to Retreat Table (see 11.4.5). Morale Broken units must move in the Rout Movement Phase (see 13.4) except Morale Broken Artillery. Morale Broken units may not perform any action except Rally and may not React or initiate Close Combat (if attacked in Close Combat, they defend normally). When Rallied, the unit is Formation Broken, and the player may choose the unit's facing.

12.4.4 MORALE BROKEN ARTILLERY: An Artillery unit that is Morale Broken may not perform any type of fire, normal or reaction. Artillery never retreats or uses rout movement; if Morale Broken, it stays in place until rallied or eliminated.

12.4.5 STACKING EFFECTS ON MORALE CHECKS: If a stack contains both Light Infantry and Cavalry and one of them fails a Morale Check, then both units assume the new Morale state. If a stack contains Artillery and another unit and one of them fails a Morale Check, the other unit is not affected.

12.5 Casualty Threshold

12.5.1 Check the Threshold Table whenever a unit takes a casualty. Find the unit's printed morale and read across to find out how many hits it can take for the unit to reach its Casualty Threshold.

12.5.2 EFFECTS: A unit that reaches its Casualty Threshold:

- Immediately lose one morale level (12.4.1).
- May never be rallied past Morale Shaken.
- Must make a MC when they suffer any hits in a subsequent Fire Combat (10.6.4), in addition to any other MCs called for.

If a unit reaches its Casualty Threshold in the same fire combat that calls for a MC, make the MC against the lower Morale.

13. Rally and Reform

13.1 Basic Concept

As a battle progresses, the formation and morale of a unit begins to suffer. Rally and Reform Actions can remove formation hits and return units to normal morale.

13.2 Procedure:

13.2.1 WHEN: Rally and Reform are Actions and can only be conducted:

- When the unit's Wing is active and the Wing's Orders allow it (5.6), OR
- By the Army Commander (13.3), regardless of what Orders the unit is under.

13.2.2 ENEMY UNITS: A unit that Reforms or successfully Rallies when adjacent to an enemy unit automatically triggers Reaction Fire.

13.2.3 THE REFORM ACTION: This removes one formation hit from a unit. Any unit in an Activated Wing under Rally or Receive Charge Orders may reform. Any unit in an Activated Wing under Make Ready Orders that is stacked with or adjacent to its Wing Commander may reform. No units may reform while under Charge Orders (exception: 13.3). In lieu of removing a formation hit, a Cavalry unit may Reload its pistols by undertaking a Reform Action (10.7.4).

EXAMPLE OF CASUALTY THRESHOLD: All the units above have just reached their Casualty Threshold. Each unit must now reduce their morale one level becoming Morale Shaken. Note that units which start with 4 or less Strength Points *and have an Original Morale of 8* have no Casualty Threshold.

	<i>Not susceptible to Casualty Threshold</i>
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13.2.4 THE RALLY ACTION: A successful Rally Action restores a Morale Shaken unit to Morale Normal, or converts a Morale Broken unit to Morale Shaken (and Formation Broken). Any unit in an Activated Wing under Rally Orders may attempt to Rally. Any unit in an Activated Wing under Receive Charge Orders that is stacked with or adjacent to its Wing Commander may Rally (see also 13.3). Note that units that have reached their Casualty Threshold cannot be rallied to better than Shaken Morale (12.5.2).

13.2.5 RALLY ACTION PROCEDURE: Rally is automatic (gain one Morale level) if the unit is stacked with its WC. If not, the unit must make a Morale Check. Modify the Morale Check die roll by the WC's Leadership Rating if the WC is adjacent to the unit. If the modified roll is less than or equal to its current morale, the unit passes, and it gains one Morale level. If it fails, it loses another Morale level. Thus, a Morale Broken unit that fails a Rally Action Morale Check is eliminated.

13.3 Army Commanders (ACs) Influence on Reform and Rally

13.3.1 The AC can Rally or Reform any unit, regardless of that unit's Orders. He may also do so to a unit that is not in the Activated Wing, even from a Wing that is Finished.

13.3.2 REFORM: An AC may Reform one unit it is stacked with or adjacent to each time the AC is activated.

13.3.3 RALLY: An AC may automatically Rally one unit it is stacked with (gain one Morale level) or attempt to Rally one unit it is adjacent to. Use the same procedure described in 13.2.5, using the Army Commander's Leadership Rating as a die roll modifier.

13.4 Rout Movement

13.4.1 Units that are Morale Broken must move in the Rout Movement Phase. All routed units must attempt to move their full non-routed movement allowance toward a friendly map edge. They do not have a formation state and do not take formation hits for movement. Routed units do still pay for facing changes, and move with their backs to the enemy as much as possible under the circumstances.

13.4.2 Units that cannot retreat their full movement allowance must stop and lose one strength point for each movement point they cannot move, whether due to the presence of other units or lack of sufficient MPs to enter a hex.

13.4.3 Units that retreat off the map are eliminated.

14.0 Determining Victory

Players earn Victory Points (VPs) for eliminating enemy units and leaders, inflicting enemy losses, and disabling and capturing enemy Artillery. At the end of the game, determine victory by subtracting the Royalist VP total from the Parliament VP total (for TACW) or by subtracting the Imperialist VP total from the Swedish VP total (for SFO). Players receive VPs for the following events:

Event	VPs
Eliminated Cavalry Unit	10
For Each Casualty Point on Cavalry Units	
Still on Map at End	2
Eliminated Two-Hex Heavy Infantry Unit	10
Eliminated One-Hex Heavy Infantry Unit	5
For Each Casualty Point on Heavy Infantry	
Still on Map at End	1
Eliminated Light Infantry Unit	0
Captured Double 12 lb Artillery Unit	30
Captured Double 4-8 lb Artillery Unit	20
Captured 12 lb Artillery Unit	15
Captured 4-8 lb Artillery Unit	10
Captured 3 lb Artillery Unit	5
Disabled Double 12 lb or	
Double 4-8 lb Artillery Unit	10
Disabled 12 lb or 4-8 lb Artillery Unit	10
Disabled 3 lb Artillery Unit	2
Captured Wagon	10
Army Commander (except King Charles)	
Eliminated	20
TACW: King Charles Eliminated	50
Named Wing Commander Eliminated	5 x Rating
Replacement Wing Commanders	0



Notes:

- For a Named WCs Eliminated, express his rating as a positive number.
- Individual scenarios may have VP awards in addition to these or that supersede these.
- Only SFO has double Artillery units.
- Units and leaders that have left the map in pursuit are not considered eliminated, nor are VPs awarded for their Casualty Point losses.
- These replace the Victory Points in the TACW Playbook.

ERRATA to *This Accursed Civil War.*

COUNTERS

- The last Parliamentary musketeer unit on sheet 2 is missing its “FS” on the reverse side.
- The “Aston” cavalry unit was misspelled “Ashton.” See the SFO countersheet for a new counter.

CHARTS

Note that the charts supplied with *Sweden Fights On* contain all the errata mentioned here as well as all the TACW modifiers. Thus, owners of both games can use the SFO charts and ignore this errata. Players will have to make the changes to the cross-references on the charts themselves.

ORDERS RESTRICTION CHART

- On the Receive Charge Row, under the Move column, add the 2 superscript to the “1 Hex.”
- Change note 1 to read: “Must end at least 1 hex closer to the closest enemy unit it can see. (Except: LI need not move adjacent to the front of an enemy HI.) Units may not Pass, use Retreating Fire, nor use Withdraw in Reaction Movement.”

LEADER REPLACEMENT TABLE

Change the Result in the last row to read: “Leader eliminated or does not return (if off map). Use Replacement Leader.”

TERRAIN EFFECTS CHART

- Terrain Effects Chart—The Hedge/Berm is a Hexside Feature, not an in Hex Feature. Treat such hexsides as Hedge Hexsides, and remove the Hedge/Berm row from the TEC.
- Add a note at the bottom: “Roads and Tracks have no effect on play.”

FORMATION EFFECTS ON MOVEMENT CHART

- Change “Formation Regular” to “Formation Normal.”
- Add a new row: “Morale Broken (no Formation) No Movement.”

CLOSE COMBAT TABLE

- Under the first modifier, change the reference from 10.3.10 to 11.3.2.
- Add a note to the table: “Important: The maximum final total of all Close Combat modifiers cannot be greater than +4 or less than -4.”
- Add just above Attacker is or has: “Apply any modifier below this line a maximum of one time per battle.”

CLOSE COMBAT MATRIX

To “Light Inf” and “Lt Inf”, add an asterisk and then the following note at the bottom of the table: “* See 10.6.”

UNABLE TO RETREAT TABLE

Add the following note at the bottom: “If a unit Stands, return it to Morale Shaken.”

PLAYBOOK

- The marker removal phase is missing from Sequence of Play on the back of the playbook. It should be at the end.
- Add to the Victory Point Schedule: “Captured Wagon Unit: 10 VPs”

Edgehill

- Edgehill is 10 turns long (the Playbook is incorrect).
- Byron Cavalry is 4-6 not 4-7. The counter is correct.
- Belasyse is 20-7 not 18-7. The counter is correct.

1st Newbury

- Byron is 18-8, not a 15-8. The counter is correct.
- I, II, III Bryon counters are in fact I, II, III Byron. See the SFO countersheet for replacement counters.
- The 2 x Dragoons (1-5) for the Parliament player should be 2 x Dragoons (2-6).
- The Tumuli (Roman Era Burial Mounds) are treated like a hedged-lined road hex, but do not block LOS.

Marston Moor

- Warren 5-7 is actually the Moore 4-7 counter (Warren was the Colonel, Moore was the Lt. Col and the one present).
- The Dragoon unit on the Parliament Right (T. Fairfax’s Wing) is an English Dragoon (Red) not Scottish (Green) (It is Fairfax’s Northern Association Dragoons).
- The Slope of the hill is quite gentle and does not effect movement, the only effect is to stop grazing fire.
- The Ditches are for historical reference only and have no effect on play.
- The Allied Center Replacement Leader Hamilton was dropped from the counter mix as he was fourth in line and was never used in play testing.
- If you start the game before the historical start time of 7:00 PM, still end the game at the end of “8:20” turn (when the historical scenario ends) and use the same setup.
- The York Contingent has 4 options.
OPTION 1: All units start on the map as part of the Center Wing, with Tillier as their WC. Do not use Newcastle or Eythin.
OPTION 2: The Whitecoat units start on the map as part of the Center Wing, with Tillier as their WC. The York units enter GT 1 at 1031 as part of a new Wing, with Newcastle as their WC, and Eythin as his replacement.
OPTION 3: All the units arrive at 1031 on the turns listed as part of a new Wing, with Newcastle as their WC and Eythin as his replacement.
OPTION 4: Do not use any of the units, Newcastle, or Eythin.

Second Newbury

- Douglas’ 2-5 is a Commanded Musket unit that is indeed missing, a 2-6 Dragoon unit will fill in nicely. See the SFO countersheet for a new Douglas counter.
- The countermix is short one Royalist 4-8lb Artillery unit. Use a Scots battery in its place. See the SFO countersheet for an additional Royalist Artillery unit.
- To cross the River Lambourn, a unit must have enough movement points to “contract” onto the bridge and exit the bridge hex in the same turn. A unit cannot end the turn on the bridge. Thus, for an Infantry unit to cross the Shaw bridge, it must start in Formation Normal, pay 2 MPs and take a Formation hit to enter the bridge, and then spend another 2 MPs and take another Formation hit to exit the bridge.

Naseby

- I/1 and II/1 New Model Horse are 3-7s not 3-8s. The counter is correct.
- I/Fiennes is a 3-6 not a 2-6 (I incorporated a troop of the Associated horse into the counter to eliminate stacking). The counter is correct.
- Maurice 3-7 and Maurice LG 2-8 were originally for Naseby, but they were consolidated into one Maurice 3-8, based on the latest troop strength data. The two counters are now extras.
- Kings LG/Rupert’s Bluecoats setup in 1517 & 1518 not 1516 & 1517.
- Add Okey as Wing Leader for his three dragoons hiding behind the hedge. These units and Okey are treated as a separate wing.

3. Sequence of Play

Each game turn follows the following sequence:

3.1 Initiative Phase

Players determine who will become the Phasing player and activate the first Wing (see 4.1).

3.2 Activation Phase

The Phasing player can either activate a non-Finished Wing or Pass (4.5). See 4.2 for the sequence Wings must be activated in. When that activation is finished (including any continuation activations [4.3]) the opposing player may activate a Wing or Pass. Generally, players alternate being the Active player and the Inactive Player (see 4.2.2 and 4.4 for exceptions). This phase is repeated until all Wings have been activated or both players pass consecutively.

Sequence of the Activation Phase:

- A. Preemption Attempt:** When a Wing has been activated, the Inactive player may attempt to interrupt that activation in order to activate one of his Wings first. If the attempt is successful, mark the preempted Wing with the Bypassed marker (4.4.2). The pre-empted Wing will activate immediately after the preempting Wing has finished its activation(s).
- B. Orders Change:** The activated Wing may attempt to change its current Orders (5.7).
- C. Perform Actions:** Each unit in the Active Wing may perform, within the limitations of its Orders, one of the following Actions:
- Move (7.0)
 - Move and/or Pistol Fire (Cavalry only; 7.0 and 10.2)
 - Normal Infantry Fire (10.3)
 - Salvo Fire (Heavy Infantry only; 10.4)
 - Artillery Fire (10.8)
 - Rally (13.0)
 - Reform (13.0)
- D. Close Combat:** Units attack adjacent units in Close Combat (see 11.0).
- E. Continuation:** The activated Wing may attempt to activate a second or third time (4.3). If the attempt is successful, return to step A.
- F.** If the Activated Wing fails its Continuation attempt or has completed its third activation this turn, or if the Active player does not wish to continue with the Wing, then do whichever of the following applies:
- a) If there is a Bypassed Wing, activate it and return to step B.
 - b) If there is no Bypassed Wing, players determine the next Wing to be Activated (4.2) and return to step A.
 - c) If all Wing Commanders are Finished, proceed to the Rout Movement Phase.

3.3 Rout Movement Phase

All units with broken morale perform rout movement (13.4).

3.4 Marker Removal Phase

- A. All Salvo markers are removed. Fired Artillery and Finished Leaders are flipped to their normal side.
- B. Check the Leader Replacement Table to determine the fate of any Leaders that were removed from play this turn.
- C. Check for Surrendering the Field (4.6). If that does not end the scenario, and there are still turns left to be played, advance the turn marker on the turn track and proceed to the next turn.

10.5 Fire Combat Procedure

10.5.1 Heavy Infantry

- A) Designate the target unit
- B) Determine if the fire is from the firing unit's front or flank hexes
- C) Determine which Musketry table to use
- D) Determine whether to use the front, flank or salvo column on the Musket table
- E) Roll the die and apply any applicable modifiers
- F) Cross-reference the die roll under the appropriate column to find the results
- G) Apply the results

10.5.2 Light Infantry

- A) Designate the target unit
- B) Find the Commanded Muskets and Dragoons column on the Light Infantry and Cavalry Fire Table
- C) Roll the die and apply any applicable modifiers
- D) Find and apply the results

10.5.3 Cavalry Fire

- A) Designate the target
- B) Find the Cavalry Pistol Fire column on the Light Infantry and Cavalry Fire Table
- C) Roll the die and apply any applicable modifiers
- D) Find and apply the results
- E) Mark the Cavalry unit with the appropriate Pistol marker

11.2 Close Combat Procedure

- A. The Active player designates all Close Combat attacks.
- B. The Inactive player may designate any Inactive unit not already designated as a defender to attack in Reaction Close Combat.
- C. The Inactive player resolves all Reaction Close Combat first, starting at either the left or right side of the line and proceeding down the line. Once all Close Combats by the Inactive player have been resolved, follow the same procedure for the Active player's units.
- D. For each Close Combat, players calculate modifiers, then the Attacker rolls on the Close Combat Table and finds the results.
- E. Apply the results of the close combat, including any routs, retreats, advances after Close Combat, and Cavalry pursuits.
- F. Both attacker and defender in each Close Combat suffer a formation hit. Exception: If a unit is already marked Formation Broken or in Hedgehog there is no further effect.
- G. The losing side may perform Reaction Fire, Reaction Movement or Interception with eligible units in response to an enemy advance after combat. The winning side may not react in response to a retreat or rout.