

Corporal John

Wargames Rules for the Wars of the Late 17th & Early 18th Centuries

By

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Introduction

The period 1650 to 1712 saw dramatic changes in the conduct of European warfare with the final demise of the pike and the introduction of first the plug-bayonet and then its far handier successor the socket-bayonet. The heavy cavalry shed most of its armour and began to rely more and more on shock action. The infantry changed over from firing volleys by ranks and adopted the far more flexible platoon firing. Light cavalry began to make its appearance on the battlefield.

It would be a mistake, however, to suppose that innovation had made too much progress. Infantry, with the possible exception of the Swedes, had not yet learned to march in step and consequently their formations were much looser than they were to become later in the century. This in turn made unit manoeuvring much slower and evolutions were ponderous by later standards. Nor was drill as practised or sophisticated. Column of half-platoons was possible, to experienced troops, but line of battle, in three or more ranks, was the preferred order.

The cavalry, for their part, had retained a distressing habit of stopping to fire their pistols before charging, making them easy meat for opponents who charged home with cold steel.

Command and control was no less rudimentary. Marlborough's running footmen, on hand to carry his orders to all parts of the field, were the wonder of the day. A general staff, trained to act as a team, was still years in the future.

And as for the name, *Corporal John* was the affectionate nickname given to John, first Duke of Marlborough by his troops.

These rules are designed to replicate the warfare of Marlborough and Eugene, of Charles XII and Peter the Great, and of the great Condé and Turenne. They might easily be used for the conflicts of Cromwell and Prince Rupert or even the wars of Maurice de Saxe. Whichever you choose, I hope you enjoy them.

Ray Lucas

1. Troop Types

The different troop-types that may be fielded for the period 1650-1712 are as follows:

Infantry

Musketeers [M]

Infantry armed with a smoothbore musket and possibly also a short sword. All such infantry units **must** include a pike component. There must be at least one pike element per four musketeer elements.

Pikes [P]

Infantry armed with the fifteen to eighteen foot (6m to 7m) pike and possibly also a sword. These troops are intended to provide protection against cavalry for musketeers and also act as a spearhead for attacks on infantry. Pikes **must** come close quarters in order to inflict casualties.

Musketeers with Plug Bayonets [MP]

Infantry armed with a bayonet that plugs into the end of the musket-barrel. The disadvantage of the weapon is that the musket cannot be discharged with the bayonet in place.

Musketeers with Socket Bayonets [MS]

Troops armed with an offset bayonet with a sleeve that slots around the musket barrel, leaving the infantryman free to fire and reload whilst the bayonet is in place.

Grenadiers

Picked infantry, chosen to lead assaults, who were issued with the “grenado” or explosive grenade together with a musket and bayonet.

Cavalry

Pistol Cavalry [PC]

Horsemen who discharge their pistols before charging home at the trot.

Sword Cavalry [SC]

Horsemen who charge in at the gallop without recourse to firearms. Sword cavalry **must** come to close-quarters in order to inflict casualties.

Dragoons

Originally mounted infantry, the dragoons of the later part of the period have become cavalry in all but name. Some nation’s dragoons do, however, retain the ability to operate on foot.

Artillery

All those troops that man the ordnance. These can include skilled artillerymen, infantry drafted in to perform the heavy labour and civilian drivers responsible for moving the guns on the road and for re-supply of ammunition.

Elements

All models fielded under these rules are organised on “element” bases. They can be of any size provided that both sides field their forces on the same size bases. There is no figure-scale as such – the gamer is free to use as many or as few figures as he wishes and the base will accommodate – and no removal of casualties. One infantry element represents 60 men in three ranks for platoon-firing units, or 80-100 men in four or five ranks in those units that still employed volley firing. A battalion of 500 men would therefore field eight elements in three ranks and 5-6 elements when deployed in four or five ranks. (for further information on which armies used which system, see Appendix 1)

Cavalry elements are based on squadron bases, which assume that the unit is deployed in three ranks. Divide the nominal strength of the unit by three and multiply by the number of millimetres given in the table above, e.g. 150 men in the original unit, divided by three equals 50; times one for 10mm figures, 1.5 for 15mm and 2 for 25mm. Base depths are not critical – whatever comfortably holds the models.

Artillery in this period was not usually grouped into batteries of similar sized guns. Rather, the available ordnance was spread across the frontage of the army in support of whichever formations the commanding general thought fit. One gun-model represents a grouping of 3 guns of a given type. Two or more groupings can be fired in one operation provided that:

- i) they are all in the same range bracket, and
- ii) the entire grouping does not exceed 15 guns.

Ground Scales

6mm & 10mm figures	1mm = 2m
15mm figures	1mm = 1.5m
25mm figures	1mm = 1m

2. Command and Control

Troops under these rules can be graded into five different categories, Elite, Superior, Competent, Raw and Irregular

For an explanation of these categories, and which troops should be assigned to each, see Appendix 1. Note that brigades, of infantry or cavalry, should all be of the same grade. It is also possible to have independent units, which can be of any grade, and behave in the same way as brigades.

Throw one D6 for each brigade that the player has declared to be **moving**. (Note that it is not necessary to roll for formations that will not be moving and they may fight or change formation on the spot without activation.) Equal or beat the score required in order to activate a move. The activated dice may be allocated to any of the declared units. However, **all** activated dice must be allocated and all allocated units **must** move at least half a move towards the enemy's baseline.

Scores required:	
Elite	2+
Superior	3+
Competent	4+
Raw	5+
Irregular	6

3. Movement

		<u>6-10mm</u>	<u>15mm</u>	<u>25mm</u>
Infantry	March*	300 mm	400 mm	500 mm
	Advance	200 mm	300 mm	400 mm
Cavalry	March*	500 mm	600 mm	750 mm
	Advance	350 mm	450 mm	600 mm
Artillery	March**			
	Heavy/Superheavy	100 mm	150 mm	200 mm
	Medium	150 mm	200 mm	250 mm
	Light	250 mm	300 mm	400 mm
Generals & Couriers				
		500 mm	600 mm	750 mm

* Only in column.

** Only when limbered.

Formations

Infantry formations:

An infantry battalion may adopt one of three formations –

Line of Battle: with its elements arranged side-by-side. The line may band or be drawn back, but provided the frontage is continuous it may operate in line of battle.

Column: with its elements arranged one behind the other. In this formation the unit can move at march speed. Note that this formation corresponds to column of route, not to column of platoons or half-companies.

Square: with its elements arranged so that they all face outwards and there are no open flanks. Note that two or more battalions may form a square jointly, provided that all the units started the move within half a move distance of each other. Squares do not move.

Note that any battalion not in line of battle or square when engaged by the enemy is considered to be disorganised.

Cavalry formations:

Cavalry squadrons, being mounted on single bases, cannot physically be formed in column. It is therefore sufficient to notify an opponent that they are marching. If there is any dispute about the length of the column the rule is that it is as long as the squadron base is wide, i.e. just turn the squadrons end-on to their direction of march.

Artillery Formations

Artillery has only two formations – limbered or deployed. It is assumed that limbered artillery always moves in column.

Change of Formation

Infantry/Cavalry

Column to line of battle (and vice versa)	1 move.
Column or line to square (infantry only)	¼ move.
Square to line or column (infantry only)	1 move.

Artillery move sequence:

Move – unlimber – fire – limber – move

Light artillery may perform any three of these evolutions in sequence each move.

Medium artillery may only perform two sequential evolutions per move.

Heavy/Superheavy artillery may only perform a single evolution.

Variation in Movement

Dragoons dismount and deploy, or concentrate and remount	½ Move
Infantry columns in woods or broken ground*	½ Speed
Cavalry columns in woods or broken ground*	¼ Speed

Artillery may only move on tracks in woods or broken ground. Infantry, cavalry and dragoons (mounted or dismounted) may not move in line. Infantry and dismounted dragoons may, however, deploy into line on the spot without penalty. This takes half a move.

Crossing Streams

Fordable streams are of two types:

Minor streams = up to knee-deep, firm bottom.

Major stream = up to chest-deep, firm bottom, or shallower with yielding or rocky bottom.

Infantry: Minor streams, $\frac{1}{2}$ speed. Major streams, $\frac{1}{4}$ speed.

Cavalry: Minor streams, no effect. Major streams, $\frac{1}{2}$ speed.

Light Artillery: Minor streams, $\frac{1}{4}$ speed. Major streams, bridges only.

Other Artillery: Bridges only.

Disorganisation

Units fall into disorganisation under the following circumstances:

- When they have **retreated** involuntarily and have not reformed at the halt for one full move. (NB. Units that retire as a result of a brigade morale test, but who have not themselves failed a unit test are not considered to be disorganised).
- When formed infantry or cavalry **move through woods or broken ground** and for $\frac{1}{4}$ move after leaving such woods or broken ground. (Note, however, that infantry may form up in woods and fight formed provided they do so on the spot.)
- When infantry or cavalry have **pursued** broken enemy, or have **rallied** back from a victorious combat, but have not yet reformed.
- When infantry, cavalry or light artillery have waded a **minor stream**, and for $\frac{1}{4}$ move afterwards. Or, when infantry or cavalry have waded a **major stream** and for $\frac{1}{2}$ a move afterward.
- When cavalry have been **ridden through** by enemy cavalry.
- When a unit is contacted by formed enemy during a **formation change** or whilst in column or any formation other than square or line-of-battle.
- When **stationary cavalry** are hit by moving cavalry.
- When pikes are **disrupted by musketry**.

Disorganisation lasts the entire move unless otherwise stated.

Disorganisation is cumulative, i.e. count each cause of disorganisation.

Disorganisation can only be removed by the unit remaining stationary and unmolested for the move or part-move stated. However, **all** causes of disorganisation are removed at the same time unless the unit is still in unfavourable terrain. In that case one cause of disorganisation will remain.

Disorganisation has adverse effects on a unit's combat effectiveness and on its morale state. (See Combat and Morale)

4. Combat

Artillery Combat

Artillery in this period was not organised into units as it was in later years. Moreover, the personnel that manned the ordnance were composed of specialist expert gunners, infantry drafted in to supply the muscle and civilian drivers, hired for the duration of the campaign, whose job was to move the guns and bring up ammunition.

The weapons of the artillery tended to be whatever was available at the various arsenals, and the notion of brigading together guns of the same calibre into fixed units had not yet occurred to the military mind. However, in order that we can make some sense of the myriad types and sizes they are grouped into;

Light (3 or 4 pounders, usually used as battalion guns)

Medium (6 to 9 pounders)

Heavy (12 pounders)

Superheavy (18 & 24 pounders).

In point of fact, all four classifications can be grouped together for firing, provided that all of them are at close range or all at long range.

Artillery Fire

		Close	Long
Range	Light	200 mm	600 mm
	Medium	300 mm	800 mm
	Heavy	400 mm	1000 mm
	Superheavy	500 mm	1200 mm

Roll a single D10. Add or subtract any relevant tactical factors from the score. Cross-index the number of guns against the relevant range. Read off the result from the table. The result is damage points allocated to the target.

Tactical Factors

Add or subtract from the die roll as relevant:

Firers under fire from musketry at combat range	-2
Firing upon troops behind barricades at long range*	-1
Firing upon troops behind barricades at short range*	-2
Firing upon troops in field fortifications at long range*	-4
Firing upon troops in field fortifications at short range*	-6
Firing counter-battery	-3
Firing upon a mounted target	+1
Firing upon a target that moved more than 350 mm this move	-2
Disorganised (for each cause)	-2

*See definitions below.

Any result of zero or less counts as no damage points.

Counter-Battery Fire

Where artillery fires upon opposing artillery, each damage point eliminates one gun from the opposing battery.

Long Range Chart													
Number of Guns													
Dice	3	4	5	6	7	8	9	10	11	12	13	14	15
0	1	1	1	1	1	2	2	2	2	2	3	3	3
9	1	1	1	1	1	1	2	2	2	2	2	3	3
8	0	1	1	1	1	1	1	2	2	2	2	2	3
7	0	1	1	1	1	1	1	1	2	2	2	2	2
6	0	0	1	1	1	1	1	1	1	1	2	2	2
5	0	0	1	1	1	1	1	1	1	1	1	1	2
4	0	0	0	0	1	1	1	1	1	1	1	1	1
3	0	0	0	0	0	0	1	1	1	1	1	1	1
2	0	0	0	0	0	0	0	0	0	0	1	1	1
1	0	0	0	0	0	0	0	0	0	0	0	0	0

Short Range Chart													
Number of Guns													
Dice	3	4	5	6	7	8	9	10	11	12	13	14	15
0	2	2	2	2	2	3	3	3	3	3	4	4	4
9	2	2	2	2	2	2	3	3	3	3	3	4	4
8	1	2	2	2	2	2	2	3	3	3	3	3	3
7	1	1	2	2	2	2	2	2	3	3	3	3	3
6	1	1	2	2	2	2	2	2	2	3	3	3	3
5	1	1	2	2	2	2	2	2	2	2	2	2	3
4	1	1	1	1	2	2	2	2	2	2	2	2	2
3	0	1	1	1	1	1	2	2	2	2	2	2	2
2	0	0	0	1	1	1	1	1	1	1	2	2	2
1	0	0	0	0	0	1	1	1	1	1	1	1	1

Destruction of Cover by Artillery

For the purposes of these rules cover is divided into two categories:

Barricades, which provide temporary or impromptu protection, e.g. brick or stone walls, tree-trunks, built-up areas etc., and

Field Fortifications, which are properly constructed, revetted earthworks capable of actually stopping single cannon balls.

Barricades are relatively easy to breach with artillery. Each 3 damage points scored produce a 25mm breach in the barricade. If the barricade is manned the defenders will also take 1 damage point for each breach. The damage points accrued on a barricade are cumulative and carried over from move to move.

Damage on **Field Fortifications** is assessed using the same system, but only heavy and superheavy artillery can cause damage, at the rate of 25mm per 10 damage points. Any defenders manning the fortification also take 1 damage point for each breach.

Infantry/Cavalry Combat

Note that all interaction between enemy units is characterised as “combat”. There are no separate mechanisms for firing and melee.

Combat Ranges

Infantry and dismounted dragoons fight at a combat range of 150 mm. Pistol Cavalry may fight at 30 mm combat range. Sword Cavalry must close to contact in order to inflict damage, as must pikes. The combat in each case consists of,

- a) the score of two D6
- b) the Quality Factor
- c) any relevant Tactical Factors
- d) deduction of any Damage Points

The Quality Factor

See Appendix 1

Foot v. Foot

Each element squares off against an opposing element. Where one side’s line is longer than the other one the overlapping element at each end of the line may fight against the opposing element at each end of the enemy line, provided that they are within range and within one base-width of the end of the shorter line. Only on overlaps may two elements concentrate fire on a single enemy element.

Each side rolls two D6 for each element and adds the two scores together. To this total is added or subtracted any tactical factors from the list below and the quality factor. Any damage points the unit has already suffered are also subtracted (including those of any artillery combat for the current move). The winner’s modified score must exceed the loser’s by at least 2 in order to inflict one damage point, otherwise there is no result. Any element fighting more than one opponent rolls once, whereas its opponents roll for each element engaged. The single element may not inflict more than one damage point.

Where **pikemen** move to contact musket-armed infantry they must test for disorganisation by musketry. If the modified score of the muskets is greater than that of the pikes the pikes will be disorganised.

Horse v. Horse

Each squadron squares off against an opposing squadron. Unengaged squadrons may either form an overlap at each end of the battle line or remain in reserve. Combat is exactly as for infantry v. infantry, two D6 being rolled and the combined total added to any tactical factors and the Quality Factor. If the winners’ score is greater than the losers’ by 2 or more the winner may ride through and engage further enemy, taking 1 damage point in the process. The losers will take a number of damage points equal to the winner’s margin of victory.

Pistol Cavalry may halt and fire at 30mm, but if they lose the combat they will be ridden through as normal. If they win the combat their attackers will retire a full move disorganised and take the number of damage points corresponding to the winners’ margin of victory.

Sword Cavalry must close to contact in order to inflict casualties.

Cavalry v. Foot Troops

- Infantry or dismounted dragoons attacked frontally by cavalry may allocate as many elements per squadron as are available and will fit along the frontage of the squadron. Overlaps of one element on each flank may join in. The cavalry must beat the scores of all the opposing infantry directly to their front in order to charge home, unless they are charging the foot troops in flank or rear.

Cavalry who fail to charge home will immediately fall back 400mm, inflicting no damage points, but taking one point for each infantry element which beat their score.

Tactical Factors

Unit under personal command of a brigadier or higher	+1	
Attacking downhill	+1	
Pikes at close quarters	+2	
Heavy Cavalry v. Dragoons		+1
Dragoons v Light Cavalry	+1	
Heavy Cavalry v Light Cavalry	+2	
Sword cavalry charging other cavalry	+2	
Foot troops initial volley	+2	
Attacking cover, woods or built-up areas	-1	
Attacking over broken ground	-1	
Attacking field fortifications	-2	
For each cause of disorganisation	-1	
Cavalry attacking infantry in square	-3	
Each damage point sustained prior to the attack	-1	
Unit armed with plug bayonets versus cavalry	-1	

Results of Combat

Foot

1. Any foot unit that suffers half as many damage points or more in a move as it has elements, and more than the opposing unit, must **give ground** (i.e. move directly backwards) 50mm. It may then continue the combat if it is still within the combat zone. Alternatively, if it is out of the combat zone fresh friends may move through it in order to engage the enemy. Foot whose immediate opponents give ground may follow up if they so wish.
2. Where infantry defending barricades or field fortifications get a give ground result they will not retire, but their immediate opponents may move to contact if they so wish and the barricade will no longer count as cover.
3. In infantry v. infantry or dismounted dragoon combat any unit that suffers more damage points than it has elements will immediately **check morale**. Units that pass their morale check may fight on.
4. A unit that fails its morale check will, on the following move, **retreat** 300mm. If it is then out of the combat zone of the enemy, and more then 300mm from the nearest enemy, it will then spend a further move reforming. Once it is reformed it is eligible for inclusion in move-activation dice rolls again.

- Any unit whose retreat move does not take it out of the combat zone and at least one move away from the nearest enemy must continue retreating on subsequent moves until it is out of contact. Any unit that retreats on three successive moves will be considered destroyed and will be removed from the table.

Horse

- Horse who beat their immediate mounted opponents by at least 2 on comparison of modified totals may **burst through** their opponents. Horse who burst through their opponents may carry on and attack any further enemy posted in rear, provided their move distance is sufficient. Horse who are burst through must remain stationary, disorganised, for the following move and suffer two damage points automatically. Horse who are **burst through twice** on successive moves will retreat immediately 500 mm. Any unit beaten by **5 or more** in any one move will flee the table. **Where two opposed squadrons of Horse end on the same final score the larger will burst through, each taking 1 damage point, otherwise both will rally back 500 mm and reform, both taking 2 damage points.**
- A unit of Horse that fails to beat **all** the infantry elements opposed to it will **recoil** directly back the way it came, suffering one damage point from each of the infantry elements it failed to beat. It will carry back with it any friendly units, foot, horse or gun-crews, within 100mm directly to its rear.
- Infantry that are contacted by cavalry, in front, flank or rear, will immediately break and retreat, suffering the number of damage points indicated by the roll of one D6. The infantry will continue to retreat until:
 - they are at least 300 mm from the nearest enemy
 - friendly troops intervene between them and their pursuers
 - the pursuers break off and retire.
- Horse whose immediate opponents retreat will test for **pursuit**. Roll one decimal die. Equal or better the scores below to control the unit and prevent it from pursuing

Unit	Score Required
Elites	3
Superior	4
Competent	5
Raw or irregular	7

Definitions

Retreat

Fall back on the following move 300 mm if Foot or Gun Crews, 500mm if Horse
Spend a further move reforming on the spot. A unit attacked whilst reforming will flee the table. Check morale to restore command and control.

Foot

Infantry or dismounted dragoons.

Horse

Cavalry or mounted dragoons.

Risk to Generals

Any general within 100mm of a unit in combat is at risk. The opposing player will roll one D10. A score of 0 or 9 signifies that the general has been disabled.

When a general is disabled the following occurs:

- Each unit in his command immediately checks morale.
- Any movement activations for the next move in his command are immediately cancelled.
- All die rolls required for movement activation are increased by one, e.g. elite troops require 3+; superior troops require 4+ competent troops require 5+ and raw troops require sixes.
- Irregular troops leave the field in search of loot.

Morale

Unit morale (i.e. of battalions, squadrons etc) should be checked:

- 1) When a unit has **lost more damage points** than its available elements (as soon as this occurs).
- 2) When infantry is **attacked by cavalry**.
- 3) When a **general** is disabled within 100mm of any part of the unit.
- 4) When a unit defending cover or a built-up area is about to be **contacted by attacking troops**.

Using the following as a starting point, add the score of one D6 and add or subtract from the list of tactical factors below as relevant.

Elite troops	7
Superior troops	6
Competent troops	5
Raw troops	4
Irregulars	3
Brigadier with the unit	+2
Senior general with the unit	+3
Brigadier disabled within 100mm of the unit	-3
Senior general disabled within 100mm of the unit	-5
Foot troops defending barricades or a built-up area	+3
Infantry in square facing cavalry	+5
For each cause of disorganisation	-2
For each morale test the unit has taken	-1
For each damage point unit has suffered	-3
Attacked from flank or rear	-5
(A square has no flanks or rear)	

Result of morale tests

Score of 8 or more	morale test passed successfully.
Score of 7 or less	Morale test failed.

A unit that **fails** a morale test will retreat one move and spend a second move reforming. If it is contacted by, or still in the combat zone of, an enemy unit after its retreat it will continue to retreat until it is clear. Any unit that retreat on three successive moves is broken and must be removed from play.

After reforming a unit is available for inclusion in movement activation.

Brigade Tests

Any brigade in which one unit has failed a morale check or had one or more units retreat will immediately carry out a brigade check. Beat the score indicated with D10 to pass the brigade test. Zero equals 0.

Original No of Units in Brigade									
No Lost	2	3	4	5	6	7	8	9	10
1	7	6	5	4	3	2	2	2	2
2		7	6	5	4	3	2	2	2
3			7	6	5	4	3	2	2
4				7	6	5	4	3	2
5					7	6	5	4	3
6						7	6	5	4
7							7	6	5
8								7	6
9									7

Add to or subtract from die roll:

Elite troops	+2
Superior troops	+1
Competent troops	0
Raw troops	-1
Irregulars	-2

Any brigade that fails a brigade morale test will on the next move retreat 300mm for foot troops and 500mm for horse. Once the movement is complete those units that have not failed a unit test may turn and offer resistance, counting as disorganised.

Appendix

Unit Quality

Units in any army should each be graded, which signifies their worth on the battlefield. There are five categories into which units may be placed. These determine any advantages or disadvantages the unit may have in combat or in the testing of morale. The categories are:

Elite

Picked troops of the highest quality, trained and drilled to a high proficiency and used to winning.

Examples: British, Dutch and Swedish guards, Swedish grenadiers, French Maison du Roi or Gendarmerie, Irish in French service.

Superior

Well-trained and experienced troops who can be relied upon to hold their own in combat.

Examples: British and Swedish line foot and cavalry, Danish cavalry, Prussian cavalry, French and Swiss footguards, Russian footguards and grenadiers.

Competent

The vast majority of line troops in European armies. Trained to a reasonable standard and capable of fighting bravely if well led.

Examples: French, Swiss in French service, Prussian, Hessian, Danish and Imperial line infantry, French and Imperial cavalry, later Russian dragoons and line infantry.

Raw

Young or inexperienced troops with a tendency to nervousness in unfamiliar circumstances. Or reluctant soldiery conscripted into an army unwillingly.

All Reichsarmee units, early Saxons, early Russians, some foreign troops in French service.

Irregular

Disaffected troops or troops recruited with the promise of plunder but no pay.

Examples: Most light cavalry, Cossacks, Kalmucks, Frei Korps and others serving under their own officers.

Corporal John – Summary Sheet

Movement

<u>Foot</u>	
March*	300
Advance	200
Square	100
<u>Horse</u>	
March*	500
Advance	350
<u>Guns</u>	
March	
Light	250
Medium	150
Heavy	100
Super Hy	50

Change of Formation

Column – Line 1 move
 Column – Square ¼ move

Guns

Move-unlimber-fire-limber-move

Light – 3 evolutions
 Medium – 2 evolutions
 Heavy/Super Heavy - 1 evolution

Dragoons dismount – ½ move
 Foot in woods etc – ½ speed
 Horse in woods etc- ¼ move

Disorganisation

Unit retreated(each time)
 Moving in woods etc
 Cavalry having pursued (Wading minor streams and ¼ move thereafter)
 Wading major streams (and ½ move thereafter)
 Cavalry ridden through
 Hit during formation change.
 Stationary horse hit by moving horse.
 Pikes hit by musketry

Artillery Ranges

<u>Long</u>	
Light	600
Medium	800
Heavy	1000
Superheavy	1200
<u>Close</u>	
Light	200
Medium	300
Heavy	400
Superheavy	500

Long Range

Die Roll	No of Guns
	4 5 6 7 8 9 10
0	1 1 1 1 2 2 2
9	1 1 1 1 1 2 2
8	1 1 1 1 1 1 2
7	1 1 1 1 1 1 1
6	0 1 1 1 1 1 1
5	0 0 1 1 1 1 1
4	0 0 0 1 1 1 1
3	0 0 0 0 0 1 1
2	0 0 0 0 0 0 1
1	0 0 0 0 0 0 0

Close Range

	4 5 6 7 8 9 10
0	2 2 2 2 3 3 3
9	2 2 2 2 2 3 3
8	2 2 2 2 2 2 3
7	1 2 2 2 2 2 2
6	1 2 2 2 2 2 2
5	1 2 2 2 2 2 2
4	1 1 1 2 2 2 2
3	1 1 1 1 1 2 2
2	0 0 1 1 1 1 1
1	0 0 0 0 1 1 1

Artillery Tactical

Factors
 Target behind barricades at long range -1
 Target behind barricades At close range -2
 Target in fortifications at long range -4
 Target in fortifications at close range -6

Guns under fire from muskets at combat range -2

Guns firing on enemy guns - 3

Firing upon a mounted target +1

Firing upon a target that moved more than 350 this move -2

Disorganised -3

Combat Tactical

Factors

Brigadier commanding+1
 Senior general commanding +2
 Attacking downhill +1
 Pikes at close quarters +2
 Cavalry v, Dragoons +1
 Dragoons v Lt Cavalry+1
 Cavalry v. Lt Cavalry +2
 Attacking cover, woods or built up areas +1
 Attacking over broken ground - 1
 Attacking fortifications -2
 Disorganised (each) -1
 Cavalry v. square -3
 Each damage point -1
 Plug bayonets v. cav - 1
 Foot initial volley +2

Combat Results

Foot
 ½ elements lost – give ground
 full no lost – give ground & check morale.
 Morale check failed – retreat
Horse
 Lose by 2 or more unit burst through.
 Burst through twice – retreat.
 Lose by 5 or more – retreat.
 Cavalry fail to beat all foot opponents – recoil

