

Phases

1 - Command & Control Phase

2 - March & Volley Phase

3 - Close Combat Phase

4 - Army Morale Phase

1 - Command & Control Phase

1.1 Rally all retreating units: Units auto-rally in any formation facing the direction of retreat.

1.2 Leader Casualties: Replace fallen leaders.

1.2.1 If army commander, replace at the start of the turn after he was removed from play.

1.2.2 If Sub General/Brigade commander, replace at the start of the 3rd turn after he was removed.

1.3 Out of Command: Mark all battalions more than 4" (10cm) from their Brigadier and all battalions in brigades where the Brigadier is more than 12" (30cm) from the brigades Sub General.

1.4 Move Generals: Move and attach, or detach and move, leaders and engineer bases.

1.5 Place Activate Tokens: Place activate tokens behind all formations in preparation for the March and Volley Phase.

2 - March and Volley Phase

2.1 Initiative Round: Both players roll 1D6 and the winner declares which side must activate a formation.

2.1.1 Active side selects a formation and removes its activate marker.

2.1.2 All units in the formation must act in this March and Volley round.

2.2 March and Volley Round: All units in the activated formation may move, change formation, change facing and/or shoot depending on the number of actions the unit has available.

2.2.1 At the end of the round, resolve any morale tests required due to casualties inflicted by fire from units in the activated formation.

2.2.2 A unit need only test morale once per phase, unless affected by stampeding elephants.

2.2.3 If any leaders are attached to units that suffered at least 1 casualty from shooting, roll on the Fallen Leader table.

2.3 Repeat steps 2.1 and 2.2 until all formations from both sides have been activated.

3 - Close Combat Phase

3.1 Preparation

3.1.1 Place activate tokens: Place activate tokens behind all units in close combat range of 2" (5cm) in preparation for charge and reaction.

3.1.2 Leader Movement: Move and attach or detach and move leaders and engineer bases.

3.2 Charge and Reaction

3.2.1 Initiative Round: Both players roll 1D6 and the winner declares which side activates a unit.

3.2.1.1 Remove the activate token from the unit selected and act.

3.2.2 Action Round: The activated unit may charge any enemy unit within charge range (1" (2.5cm) Infantry, 2" (5cm) Cavalry), change formation, change facing, evade (if skirmish) or "tap out".

3.2.3 If charging pass morale and if passed the defending units being charged performs a morale test to stay or retreats if fails. A unit need only test morale once per phase/sub phase.



3.2.4 Units being charged that have passed morale and have not activated may defensive fire.

3.2.5 Cavalry charging Infantry must roll 1D6 to 'break the bayonets'.

3.2.6 Repeat steps 3.2.1 to 3.2.5 until all charging units from both sides have been activated.

3.3 Melee:

3.3.1 **Melee Round:** Resolve melees in any order.

3.3.2 **Determine melee strength:** Take the average starting morale with melee modifiers of all units involved in the combat; add 0, 1D3 or 1D6 dice per unit involved in the combat; plus supplementary modifiers to determine the melee strength of each side.

3.3.3 Winner is the side with the highest melee strength.

3.3.4 Both sides take 1 casualty on every unit in the melee. The loser takes extra casualties equal to the difference between the final melee strengths for each side distributed evenly across all units in the melee. All losing units conduct an immediate retreat move (Infantry", Cavalry 12"), facing in the direction of the retreat and have a retreat marker placed on the unit.

3.3.5 Roll to see if any attached leaders have fallen in melee.

3.3.6 Repeat melee rounds until all melees have been resolved.

3.4 Exploitation

3.4.1 **Melee Winners:** Charging/counter charging units that won their melee or charging units which did not get into melee because the unit/s being charged failed morale and retreated, may charge again.

3.4.1.1 Infantry units get 1 exploitation move.

3.4.1.2 Cavalry units get 2 exploitation moves, providing they keep winning melees.

3.4.2 **Initiative Round:** Only necessary if exploiting units on both sides affect each others exploitation move. If this is the case then place activate tokens behind exploiting units only and begin rolling initiative to determine which units act when. Both players roll 1D6 and the winner declares which side activates a unit. Remove the activate token from the unit selected and act.

3.4.3 **Action Round:** In exploitation units which won melee may choose to charge, consolidate or do nothing, "tap out."

3.4.3.1 If Cavalry attempts an exploitation charge or consolidation they must roll 1D6 to see if they become uncontrolled.

3.4.4 Resolve morale for charging units and units being charged.

3.4.5 Units being charged that have passed morale and have not activated in this exploitation may defensive fire.

3.4.6 Cavalry that charge infantry must test to break the bayonets.

3.4.7 Repeat steps 3.4.1 to 3.4.6 until all units affected by exploitation from both sides have been activated.

3.4.8 **Melee:** Resolve exploitation melees in any order.

4 - Army Morale Phase

4.1 **Check Army Morale:** At the end of every fourth turn or on the turn an army general has fallen players that have broken brigades (see page 8 of current rules for a definition of broken brigades) check on the Army Morale Table (see Army Morale Table, in the current rulebook) if they have enough broken brigades then they must do a test. Both players roll simultaneously if both players have enough broken brigades otherwise only the player with enough broken brigades makes the test.

4.2 If the d6 roll is equal to or lower than the number cross referenced on the chart for how many broken brigades out of the total number of formed Infantry and formed Cavalry Brigades in the Army, then the Army is ok and may continue fighting. If the dice roll is higher then the Army withdraws from the battle field.

4.3 It is entirely possible that if both players fail their Army morale test, then both armies withdraw from the battle field simultaneously....