Command phase:

Initiative Orders: If a unit is in proximity (12") of an enemy unit then it **may** make a single initiative move or wait and receive a commanders order

Disordered Units – may retreat away from all enemy units, but will not remove disorder if they do so.

Lacking Initiative – units with this rule are limited to what order they can receive.

All other units – may receive a single move order.

Commander Orders, 1 brigade commander at a time (**personality traits** may impact the order)

Select what units are to be orders (**national & terrain rules** may impact this)

State what you wish the unit(s) to do. **Disordered & Engaged Units** may not be selected.

Roll 2D6 and compare to Staff Rating of commander applying modifiers (including **personality traits** & **unit special rules**)

2D6 = 12 = blunder – roll on blunder table (**national rules** may impact this)

2D6 = greater than modified SR = failed order, move on to next commander.

2D6 = modified SR or 1 under = 1 move

2D6 = 2 less than modified SR = 2 moves

2D6 = 3 or more less than modified SR = 3 'move's – note this is the most moves you can get!

Carry out the move(s), each formation change takes a move

When being charged the unit can respond (see table below)

After all units in a brigade have move, brigade commander can move once up to the distance given (equivalent of 3 move orders for their type). Once all brigades have moved the army commander may move. – these moves are automatic, no move order or order check required

Example orders			
Advance	Limber/unlimber	Change facings /direction	Follow me (last order that a cmdr can give, joins unit, must be in proximity)
Charge (restrictions on units)	Change formation	Enter building /terrain	Rally (last order that a cmdr can give, joins unit, must be in proximity)
Retreat /withdraw	Man handle the guns		
Charge Responses (pg 65)			
Stand	Closing fire		Evade (cavalry when charged by inf & skirmishers, by non skirmishers)
Counter charge (Cavalry only)	Turn and face (cavalry only – space permitting)		

Shooting & fight in combat are automatic and do not require an order.

IF IN PROXIMITY UNITS CAN ONLY MOVE FORWARD IN FRONT ARC OR RETREAT IN REAR ARC THIS IS IRRESPECTIVE OF ANY ORDERS GIVEN TO THEM.

SHOOTING:

LoS and range is taken from either the centre of the front rank and only in the front arc or a selected model if in skirmish order. Artillery, taken from the breach of 1 gun and in front arc.

Range is to the closest part of the target unit

If enemy unit is 'not clear target' it can be ignored.

If enemy is in combat or a commander it **must** be ignored

Otherwise selected unit will shoot the closest enemy unit

Not Clear Target examples			
Skirmisher	Enemy over half range (artillery only)	Units 50%+ out of front arc	Units in certain types of terrain
Deployed (unlimbered) artillery	Units in building / cover	Units partly in sight due to friendly units	units partly in sight due to terrain

Roll the number of dice from the shooting score with formation (and terrain) modifiers. Each 4+ after modifiers is a hit, note natural 6s always hits and make the target disordered. Natural 1s (after re-rolls) will miss

Target takes moral saves for every hit. Every failed save is a casualty. If number of casualties equals stamina then unit is shaken.

If casualties exceed stamina, or a casualty caused by artillery then target takes a break test.

Enfiladed targets: if shooting ranked firearms or artillery (short or close range only) and at right angles to the target with LoS from unit leader going straight through target then re-roll all misses

Closing fire: unless warband, skirmisher or march column: if charged may fire at close range. Work out all shooting /save/ break tests before moving the next unit… **NOTE** units may closing /traversing fire once per turn

Traversing fire: if enemy unit in proximity moves through at least half the units frontage it may fire with all normal modifiers. Work out all shooting /save/ break tests before moving the next unit… **NOTE:** units may closing /traversing fire once per turn.

Combat:

In the combat phase, select one engagement:

Both sides workout number of combat dice (and if applicable split toward enemy units). Both sides fight simultaneously so who rolls first doesn't matter.

Roll to hit 4+ after modifiers, 1s always miss & 6s hit.

Target takes moral saves for every hit. Every failed save is a casualty. If number of casualties equals stamina, then unit is shaken.

If casualties exceed stamina, then a break test.