

1. Sequence of play

Assign cards to each unit in play then shuffle the deck and turnover the top 2 cards. These units then;

- 1) *Test morale.*
- 2) *Perform an **action**. (Move, Load, Fire, Hold Fire, Heal)*
- 3) *Resolve a **melee**.*

Continue this process until the deck is used-up then reshuffle, adding any new units and removing any lost ones, and start a new turn.

Unless forming up individual figures in a unit may perform different actions.

Figures 'out of command' may not advance until their squad leader or an officer is in range.

2. Morale

Test whenever casualties are taken, a unit is fleeing, making a charge, or receiving one.

Roll a d10. Lower than or equal to the units modified morale is a success = continue as ordered.

1-2 over and the unit retreats to the nearest cover, or if already in cover they may load or fire.

3 or more over and the unit retreats its maximum distance each turn until rallied by a successful morale check. The unit may perform no other actions.

Modifiers to base morale

-1	per casualty/figure lost
-1	squad leader killed/officer killed or captured
-1	casualty from artillery fire
+1	supported by formed troops
+1	formed
+2	defending hard cover/building etc
x	officer within 2" rallying

If the squad leader is killed or captured the unit will retreat to the nearest cover and can only load or fire until an officer is within 2" and makes a *field promotion*.

Base Morale;

Tribes & mobs	5
Raw militia	6
Green	7
Regular	8
Veteran	9
Crack	10

3. Movement

Infantry 2 x d10 (move squad leader and place others within 6" of him). Roll 3 x d10 on roads and discard the lowest. Hills and difficult going roll 3 x d10 and discard the highest.

Skirmishers as infantry but ignore hills and difficult going. They get +2" to all movement and must be within 10" of their squad leader. Formed skirmishers behave as normal infantry.

Cavalry 3 x d10 (move squad leader and all others within 6"). Roll 4 x d10 on roads and discard the lowest. Hills and difficult going roll 4 x d10 and discard the highest.

Artillery (hand moved) (move gun and all others within 2"). Roll 3 x d10 on roads and discard the highest. Cross country roll 2 x d10 -5. Hills and difficult terrain roll 1 x d10 -2.

Horse artillery as cavalry but cannot cross linear obstacles or move through dense woodland. It takes 6 turns to unlimber and fire, 3 turns to limber and move off.

Boats roll 2 x d10 + or - any current. Min half occupants must row or be taken by the current. 1 to 6 the boat lands and can disembark, 7 to 9 and move off to a new landing point, on a 0 the boat upends and is lost but everyone lands though take 2 turns drying out - powder wet 'til resupplied.

Movement through woods, water, and in buildings is halved. Low walls, fences, and other minor linear obstacles are -2".

Eligible troops are formed if there are 10 or more figures in base to base contact 1 or 2 ranks deep with the same facing. Formed skirmishers behave as normal infantry. Units cannot be formed in buildings, woods, or water or when fleeing.

4. **Firing**

Weapon	Reload	d10	Close	Effective
Pistol	1	1	3	6
Blunderbuss	2	3	3	6
Musket	2/1	1	12	24
Knox Volley Gun	3	4	10	20
Rifle ¹	2	1	18	36
Cannon (Ball)	5	1*	48	96
Grape (6" spread)	5	10	10	18
Small Cannon (Ball)	4	1	36	48
Small Cannon Grape	4	5	10	18

* = bounce through, 1 d10 for anything in its path
¹ may be tap loaded for 1 turn but fires as musket

Modifiers

Close range	1	Firer green/militia/mob	-1
Grape	3	Firer mounted	-1
Rifle	1	Target soft cover	-1
Veteran / Crack	1	Target hard cover	-2
Blunderbuss	1	Target skirmishers	-1
Target Formed/Mounted	1		
Volley fire	1		

8 or more on a modified d10 is a casualty.

If a 0 is thrown roll again; 1-5 a ranker is hit, 6-8 and the squad leader is hit, 9-0 and an officer within 6" of the target unit is hit.

Only formed troops may fire by volley.

When firing by volley the target is a group and not individuals. Cover is whichever most of the figures are in - or the half where the squad leader is.

Figures not firing by volley may target any individuals, except leaders, that are both within range and a 45° arc to their facing.

Activated units who have not completed an action but have been given a 'hold fire' order in this turn may fire at any target in close range.

All crack, veteran, and only British regulars take a single turn to reload muskets.

If being charged they must pass their morale test first.

5. **Wound Die.**

Whenever a hit is scored on a unit roll a d10

Small cannon cause the target to roll 3 die.

Large guns cause the target to roll 6 die.

- 1-4 = minor wound
- 5-7= serious wound
- 8-0= fatal

Minor wounds count as a casualty for 1 turn only.

3 untreated minor wounds become a serious wound.

A figure may treat (remove) minor wounds if it performs no other action in a turn.

Serious wounds count as a permanent casualty.

2 serious wounds become a fatality, remove a figure.

A serious wound will reduce the units' movement by 2 inches.

6. **Charging**

Attacker performs a morale test (unless already succeeded this turn).

Defender makes a morale test.

The squad leader must reach the intended target for a charge to take place.

Attacker gets the charge bonus if they do not cross obstacles, such as fences or difficult ground, before reaching their target. This ignores any cover the target may be in. **Note** the bonus applies when charging down hill even in difficult terrain but not charging uphill.

7. Melee

Each figure rolls a modified d10 (max 3:1 figures).

- Higher by 1-2 and the loser moves away beyond command distance. If unable to move away he is automatically captured.
- 3 or more over is a casualty; roll a wound die for each point over.
- If more than 1 ranks deep remove casualties from the front rank first.
- A draw continues in the next round.

Squad leaders and officers may 'yield' at any point during a melee in which case they cannot be wounded and are automatically taken prisoner.

Modifiers are:

Veteran/Crack	+1
Charging over open ground	+1
Sword, bayonet, pike etc	+1
Defending soft cover	+1
Defending hard cover	+2
Charged target in a building	+2
Formed	+1/+5*
Mounted	+2
Green or Militia	-1
Mob/Tribe	-2
Out numbered	-2
Out of command	-4

*= formed infantry with bayonets against cavalry to their front.

Melee modifiers are cumulative i.e., a target in a stone building will get hardcover +2 along with charged target in a building +2.

When attacking 2:1 or 3:1 the attacker rolls a die for each figure applying any modifiers to each die. The defender gets 1 die against all attackers and uses the same modified result for each.

8. Officers

Officers start with a basic rating based on their rank or status but will roll for their character at the start of a game or campaign.

On the turn of his command card an officer can;

- Use any of his special abilities/faults.
- He can only use his bonus once per turn though if he has enough he can spread these over different actions.
- Activate any or all the squads under his command that are in range and have not already been activated this turn.
 - a) *All squad leaders being activated must be within 6" of the officer.*
 - b) *Units will automatically form up on their squad leader as a free movement.*
 - c) *Squad leaders may only adjust their position as a free move if they remain within 6" of the officer.*
 - d) *All units now perform as one.*
 - e) *Units will still need to take individual morale checks if charging, being charged, or have received casualties.*
- Order volley fire en-mass or cadence firing.
- When attached to formed units under his command he can offer his rally bonus to all linked units morale checks.
- He may use his bonus in melee for personal combat.
- He can use his bonus to remove wounds.
- The bonus can be used to re-roll die.

In most cases when being fired upon officers cannot be singled out as a target. (*See snipers*)

If isolated and charged by a superior force (4:1 or more) he may automatically flee a full move away - unless he has already moved this turn in which case he will surrender to the attacking force.

Character flaws are not optional and if present must be applied.

9. Squad Leaders

Squad leaders may also have a character rating that can be used any time the unit is activated.

10. Artillery

Small guns such as 6 pounders need a crew of 3 to re-load.

It will take 2 extra turns to re-load for each man lost or 1 extra turn if seriously wounded.

When fired upon by artillery the 'truck' will take 2 'serious wounds' before being destroyed.

Larger field/navy guns such as 18 pounders need a crew of 5 to re-load.

It will take 2 extra turns to re-load for each man lost or 1 extra turn if seriously wounded.

When fired upon by artillery the 'truck' will take 4 'serious wounds' before being destroyed.

Gun carriages/trucks are destroyed if a 'fatal' die is thrown.

A full crew is needed to move a gun. When manhandling a gun add 1 inch of movement for each man over the normal crew to a maximum of 10.

Only artillerymen or seamen can fire and load guns though anyone can move them.

Artillery take 5 turns to re-load for large guns and 4 for smaller ones.

Use a marker to denote ball or grape.

Guns may change their facing by up to 45° at no penalty, anything more than this is regarded as a 'move' order.

Artillery cannot be moved in a loaded state (unless on a boat).

Only 'Crack' troops or dedicated artillerymen excluding sailors have the ability to 'spike' an artillery piece. A figure must be in base to base contact with the gun and perform no other actions for 2 turns.

Artillery (hand moved) (move gun and all others within 2"). Roll 3 xd10 on roads and discard the highest. Cross country roll 2 x d10 -5. On hills and difficult going roll 1 x d10 -2.

Horse artillery move as cavalry but cannot cross linear obstacles or move through dense woodland. It takes 6 turns to unlimber and fire, 3 turns to limber and move off.

11. Cavalry

Cavalry move 3 x d10 (move squad leader and all others within 6").

Roll 4 xd10 on roads and discard the lowest.

When going up hill or passing through difficult terrain roll 4 x d10 and discard the highest.

Mounted troops may not pass through buildings or dense woodland.

Mounted officers are treated as cavalry.

Dismounted cavalry may not form-up and fight at -1 to their base morale.

When charging the flank or rear of an enemy cavalry will cause an extra wound die to be thrown for each point they win the melee by.

Mounted troops charging into melee become 'blown' when it ends. Until they spend 2 turns performing no other action they lose any charge or mounted bonus and can only use the infantry movement table.

Any horse that suffers a serious wound causes the rider to dismount and the horse to flee. Wounded horses do not affect a unit's morale. Use a deviation die and 2xd10 for its path.

12. Boats

Small boats roll 2 x d10 + or - any current to move.

A minimum of half its occupants must be involved in rowing and controlling the boat otherwise it is taken by the current.

When landing at places other than a quay or jetty roll a d10;

- 1 to 6 the boat lands and can be disembarked safely.
- 7 to 9 and it must move off to a new landing point.
- On a 0 the boat upends and is lost with its cargo. Everyone lands though they must take 2 turns drying out - any powder they have is wet until resupplied.

Larger boats may only land at prepared quays. To drop anchor takes 1 turn, to weigh anchor takes 5 turns and needs 3 crew on the capstan.

Boarding or disembarking a boat is -4" from movement.

13. Marines & Sailors

When fighting 'afloat' all marines fight with a+1 to their base morale. Sailors will usually have a land and sea morale rating.

All seamen are capable of operating artillery pieces.

14. Prisoners

1 guard is needed for every 7 prisoners.

15. Snipers

Some squads/units may have a dedicated sniper who are the exception to the rule and may single out squad leaders and officers to be shot.

When firing at officers and squad leaders the target must be in clear line of sight and 10 or more is required on a modified d10 to hit.

Snipers can be 'sniped'.

When formed up snipers may not use this special skill.

16. Colours

When base to base with, or in formation with, regimental/national colours gain +1 to any morale checks.

The individual holding the colours gains +1 when in melee.

When colours are lost to the enemy the entire command suffers a permanent -2 to their base morale regardless of where they are on the battlefield.

Any unit capturing enemy colours gains a +2 to their base morale.

17. Grenadiers/Guards

Traditionally the biggest and strongest men in the regiments of most nations, any grenadier or guards drawing in a melee against other types of troops will automatically win by 1.

18. Light Troops/Skirmishers

Light troops and skirmishers that roll a draw in a melee against other types of troops automatically lose by 1.

19. Musicians

These usually acted as field medics – of a sort. Any unit with a figure holding a musical instrument, drum or horn, may ignore all minor wounds he can also remove a heavy wound from any command he is attached to. Sorry, but harps and whistling doesn't count – a grand piano might but..

Notes

0 on a d10 is 10.

Squads and units are much the same thing, between 5 and 15 figures including the 'squad leader' though usually around 10 figures. When moving, only the leader is moved with the other members of his squad then positioned around him.

In some scenarios giving officers differing rally values based on rank and status can help.

Unless individual morale checks are required or an individual action is anticipated it is worth removing all the 'unit' play cards of a formation from the deck leaving just the officers card.

Free movement during a forming up phase is intended to reflect the superior training of regular standing armies of the period. Note if a unit moves through terrain that prevents them being formed they cannot form up on exit until they are reactivated.

This is a modification and expansion of 'Chosen Men' a 1 page black powder rule set available as a free download.

Players are encouraged to modify the rules to fit their scenarios or particular gaming style – after all the rules are written in ink not blood!