

# Carolus Rex V1-1 - Quick Reference

## TURN SEQUENCE

1. Reshuffle Command cards
2. Movement – by division, order determined by card draw
3. Shooting – simultaneous.
4. Close Combat: close then resolve combat and combat results – resolve charges first, then other combats.
5. Disengagement. Units still in CZ move back.
6. Morale – army then divisional
7. Recover generals/units that have left table

## COMMAND

Command Throw D5 to determine CPs

- Weak generals deduct one
- Strong generals – best of two throws
- Extra die if passed previous turn – choose if higher

Using CPs

- Give order to unit within 6"/sight
- 2 orders (2pts) to same unit/group if >12" from enemy
- Move general up to 6"

Orders costing CPs

- Advance – forward movement.
- Fall back – backward movement facing forward
- Retreat – about turn and move
- Redeploy – change formation or facing
- Rally – cohesion test to recover cohesion/change facing (individual units only). More than 3" from enemy.
- Double order (2 CPs). Any two moves beyond 6" of enemy.

Free actions:

- Rally if more than 12" from enemy
- Move broken units within 12" of enemy
- Units beyond 12" moving towards leader
- Leader final move 12" if not attached
- Irregulars move away from enemy within 12"
- Irregulars move to flank or rear of enemy if don't move into any frontal zone.

## COHESION TEST

Throw 2D6 and modify as follows. 7 to pass

Troop quality	Trained	+1
	Veteran	+2
	Elite	+3
State	Disordered	-1
	Shaken	-2
	Broken	-3
Enemy	Compromised flank	-1
General	Leader/Commander attached	+1/+2

## MOVEMENT

### Distances

	Deployed	March/ rout	Minor obstacle
<b>Infantry</b>	6"	10"	-3"
<b>Cavalry</b>	10"	16"	-5"
<b>Irregulars</b>	12"	16"	-5"
<b>Light artillery</b>	4"	6"	-3"
<b>Medium artillery</b>	2"	6"	-3"
<b>Heavy artillery</b>	-	4"	n/a

Half distance for fall backs.

Deduct for each 45° or part wheel:

- A/B infantry in Good Order 2"
- Infantry otherwise 3"
- Cavalry 4"
- Artillery, irregulars, march -

Difficult terrain: count double distance; cavalry and inf guns disordered. Other artillery prohibited.

Major obstacle: whole move (not artillery)

Interpenetration:

- Irregulars + artillery: free interpenetration while moving.
- Inf/cav treat static inf/cav units as minor obstacle.
- All units can pass 2" gaps.

Enemy

- Shaken units cannot approach enemy in 6" unless retreating.
- Halt if unseen enemy come into view.
- Can't enter enemy contact zone (1")
- Can't enter and leave enemy fire zone in one move.
- Can't close for flank rear attack unless centre-point is behind flank at start.
- Broken units contacted are removed; units in GO take cohesion test; disordered if fail.

## SHOOTING

### Infantry/cavalry/irregulars

Infantry/irregulars In frontal zone  
 Cavalry In frontal zone + contact  
 Infantry close range Contact

### Artillery range

Close range 3"  
 Regimental 9"  
 Field 15"  
 Heavy 24"

### Fire points:

Min 0

Base:

- Each base +1
  - Additional for artillery/infantry close range +1
- Modifiers (must apply to over 50% of base pts)

- A/B infantry +1
- Light artillery -1
- D infantry -1
- Irregulars not in contact -1
- Disordered -1
- Shaken -2
- Enfilade fire +1

Target

Irregulars -1  
 In cover (not heavy art.) -1

### Results

D6 score required for each level of damage

Points	Level 1	L2	L3
0	6	-	-
1	6	-	-
2	5	-	-
3	4	-	-
4	3	-	-
5	2	-	-
6	2	6	-
7	2	5	-
8+	2	4	6

Level = cohesion lost; 1st level subject to cohesion test. Broken units initial rout.

## DISENGAGEMENT

After close combat; any units at 1" disengage in this order:

- Shaken units fall back to 4" from enemy
- Disordered units fall back 2-4" from units in Good Order unless defending obstacle or defences.
- Attacking units fall back 2-4" if v. defences obstacles; otherwise both sides 1"

## CLOSE COMBAT

### Combat points:

- A/B class +1
- D class -1
- Irregulars -1
- Artillery -2
- Pike (not v woods, defences, etc) +1
- Shock cavalry charging +1
- Disordered or shaken -1
- Attacking shaken troops +1
- Attacking flank/rear +2
- Compromised flank -1
- Cavalry/irregulars v hedge of steel -1
- In entrenchments +2
- Attacking across obstacle or barricades -1
- Supported by another unit +1
- Incidental contact with enemy -1

### Method

D6 + combat points = score

Attacker score – defender score = Margin

### Damage

Margin	Attacker	Defender
7+	Nil	L4
+4-6	Nil	L3
+1-3	L1	L2
0	L1	L1
-1-3	L2	L1
-4-6	L3	Nil
-7	L4	Nil

### Outcome

Attacker	Gd Ordr	Disorder	Shaken	Broken
Defender:				
Good order	A FB	A FB	A Recoil	A Rout
Disordered	D FB	A FB	A Recoil	A Rout
Shaken	D recoil	D recoil	A FB	A Rout
Broken	D rout	D rout	D rout	Both rout

- FB = fall back 2-4" - other side stands
- Recoil – retreat 5". Attacker can advance 1"
- Rout – half move. Attacker can advance. Poss. Pursuit

### Pursuit

If opponent contact zone routs. Always irregulars. Cavalry unless shaken, subject to cohesion test (must pursue if fail). All pursuers are disordered.

- Follow routers. 3"+D6
- Catch routers: remove.
- Contact new enemy: immediate round of close combat.
- Reach table edge: leave table.