

# Dining Table Napoleon

## Carolus Rex V1.1

### 1 BASICS

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These rules are designed for use with my 6mm Swedish and Russian armies in the Great Northern War. Design inspiration from Philip Garton's *In Deo Veritas* and Thomas Årnfelt's *Gå På* is acknowledged.

#### 1.1 The armies

1.1.1 Basing. The standard base size is 20mm square. Generals and artillery have variable base sizes.

1.1.2 Infantry units. These consist of three bases, deployed line abreast, and may be pike infantry or musket infantry. The middle base of pike infantry is armed with pikes, the other two with muskets.

1.1.3 Cavalry units. These consist of four bases deployed in two rows of two bases. These may be shock cavalry or line cavalry, which includes dragoons.

1.1.4 Irregular units. These are mounted and are based in the same way as cavalry (2 by 2) – sometimes on bases 25mm wide. References in these rules to “cavalry” do not include these troops.

1.1.5 Artillery. Classified as light, medium or heavy artillery and are deployed as single bases.

1.1.6 Command. Each army has a commander in overall command, and is organised into a number of divisions, each with three or more units, and led by a leader. The Commander and leaders are generically referred to as “generals”.

1.1.7 Quality. There are 4 troop quality classes: A (the best), B, C and D. Generals may be Weak, Competent or Strong.

1.1.8 Command cards. Each general has a unique card which can be used in a random draw involving both sides.

#### 1.2 The Battlefield

The default terrain is clear, and causes no restrictions to movement, visibility or combat. The battlefield is also populated with linear major and minor obstacles (which can't contain troops), and areas of difficult terrain, which should be able to contain whole units. Some features may be impassable.

1.2.1 Hills. There may be raised areas representing relief. A second level may be used to represent higher hills. Watersheds should be marked. These block line

of sight, until within 3”; troops closer than this can see troops within 3” on the other side on the same contour.

1.2.2 Woods. These block line of sight. Visibility within a wood is limited to 3”.

#### 1.3 Cohesion

There are four states of cohesion, in sequence of increasing disorder: good order, disordered, shaken, and broken.

1.3.1 Cohesion test. Throw 2D6 and modify as below. A score of 7 or over is a pass.

1.3.2 Dice modifiers

– C class	+1
– B class	+2
– A class	+3
– Disordered	-1
– Shaken	-2
– Broken	-3
– Compromised flank	-1
– Leader/Commander attached	+1/+2

1.3.3 Artillery and irregulars. These have no shaken state. A loss of cohesion from disordered means that irregulars are broken and artillery is removed.

#### 1.4 Key concepts/definitions

1.4.1 Contact zone. The area 1” around any non-broken unit in all directions. Units that touch this zone are said to be in contact. This does not apply for flank/rear to flank/rear proximity.

1.4.2 Frontal zone. An area in front of any unit or base extending outwards by 22½ ° each side from the corners. It extends to 3” or to any unit or terrain that blocks fire.

1.4.3 Centre-point and axis. The centre-point is in the middle of the front edge of any unit or individual base. The central axis is a straight line projecting from the centre-point at right angles to the unit/base front.

1.4.4 Compromised flank. This occurs if an enemy unit can conduct a flank attack on the unit in its next turn, accounting for cohesion and direction changes, without crossing the frontal zone of a friendly unit.

#### 1.5 Sequence of Play

Each turn follows the following phases in sequence:

1. Cards. Reshuffle the command cards.
2. Movement. Draw top command card. That general passes or takes a command throw and moves units under command depending on the result. Then

draw next card, and so one until the deck is finished.

3. Shooting. Resolved simultaneously. Complete any routs and pursuits.
4. Close combat. Players alternately initiate and complete close combat, including routs and pursuits.
5. Disengagement. Units still in contact zone fall back.
6. Morale. Check army and divisional morale.
7. Recovery. Replace lost generals, bring back generals or units that have left the table.

## 2 COMMAND

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### 2.1 Command points (CPs) and orders

2.1.1 Command throw. After a general's card is drawn in the movement phase, proceed to the command throw to determine the number of command points (CPs) available. Throw a D5 ("average" die); the score gives the number of CPs:

- *Unmodified for a competent general.*
- *Deduct one for a weak general.*
- *Best of two throws for a strong general.*

2.1.2 Passing. A general may pass the command throw. If he does so no orders are issued, and only free actions and final move (up to 12") are carried out. In the next turn this general gets an extra die and picks the best score.

2.1.3 Using CPs. These are used to give orders, which immediately proceed to execute before the next order is given. Alternatively, a CP can be used to move the general up to 6". CPs cannot be carried to the next turn if unused.

2.1.4 The orders. These must be one of the following; no unit can have more than one order in a turn:

- *Advance. Move directly forward, using a forward wheel to adjust direction.*
- *Fall back. Move backwards at half the normal rate, using a backward wheel if required.*
- *Retreat. Turn about and move up to full distance, forward wheeling as required. Remain facing direction of movement at the end.*
- *Redeploy. Change to or from limbered, march or square formation, or change facing without moving.*
- *Rally. Recover cohesion. See below.*

2.1.5 Group orders. These may be given to units in the same division and aligned next to each other (group line) or behind each other (group column) and within 2" of each other, except artillery, 1". All units complete the same movement or manoeuvre, maintaining alignment. Each group has a lead unit: at the right end of a line, or at the head of a column, and this is the unit to which the order is given.

2.1.6 Double orders. Ordinarily units may not be given more than one order in a turn. However, they

may be given two consecutive orders (each costing a CP) provided that no unit is closer than 12" to an enemy unit when order is given, or comes within 6" of enemy during execution.. This may be a group order, provided all units comply.

2.1.7 Rally. This comprises a cohesion test, and this must be conducted with the unit out of an enemy frontal zone. A pass means one cohesion level is recovered. Cannot be given to groups. The unit may change facing, whether or not the test succeeds.

Only one attempt may be made to rally a broken unit. Failure means that the unit is removed.

2.1.8 Free actions. The following actions do not require an order or CP:

- *Rally attempts more than 12" from any enemy units.*
- *Moving broken troops away from visible enemy units within 12".*
- *If beyond 12" of their Leader, units may advance, fall back or retreat towards the Leader.*

### 2.2 Generals

2.2.1 Giving orders. To give an order to a unit, a general must be within its sight of it and 6" or less; for a double order this applies only to the first one. To give an order to a group, this requirement applies to the lead unit.

2.2.2 Moving and attaching generals. Generals move as follows:

- *Up to 6" in place of giving an order at the cost of a CP; the general can move as many times as he has available CPs.*
- *If not attached to a unit after the last order, the general can make a free move of up to 12". Otherwise he moves with the unit to which he is attached.*

2.2.3 Chain of command. Ordinarily generals give orders to units under their direct command. They may give orders to other units but pay an extra CP. The Commander treats any units in the army as under his direct command.

2.2.4 Absent generals. If a general is not on the table due to combat loss or moving off the table, there is no command throw and only free moves can be made.

## 3 MOVEMENT

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### 3.1 General

3.1.1 Movement allowances. Each unit has a movement allowance as follows. March rates apply to units in march column, where bases are lined up behind each other, or to limbered artillery.

	De- ployed	March/ rout	Minor obstacle
Infantry	6"	10"	-3"
Cavalry	10"	16"	-5"
Irregulars	12"	16"	-5"
Light artillery	4"	6"	-3"
Med. artillery	2"	6"	-3"
Hvy artillery	-	4"	n/a

3.1.2 Group moves. Groups should retain group formation at all times, without any unit exceeding its movement allowance. Intervals may be varied so long as they remain legal. In group columns, units wheel at the same point on the table as the lead unit. If re-deploying to face at right angles, units may move towards the lead unit to maintain an interval of 2".

3.1.3 Broken units. After completing their rout movement, broken units remain in position where they ended movement, unless within 12" of visible enemy units. They must then move away from the enemy in a free move, using the full rout movement allowance, but they do not go beyond the table edge if this is over 12" from known enemy.

## 3.2 Direction changes

3.2.1 Wheels. Forward wheels can be incorporated into advance and retreat moves at any point; backward wheels can be incorporated into fall back moves. One flank remains static while the other moves. There is a movement cost for each 45° turn or part, deducted when and where the wheel is executed; there is no extra cost for the distance moved by the wheeling bases:

- A/B infantry in good order 2"
- Infantry otherwise 3"
- Cavalry 4"

3.2.2 Irregulars, march columns, broken units and artillery change direction freely without wheeling.

## 3.3 Redeployment & formations

3.3.1 A redeployment order takes complete turn.

3.3.2 March column. Infantry, cavalry and irregulars may adopt march column, or deploy from column. The front base remains static, facing in any direction, and the other bases form up around this base, which is the leading base of the column, or front left or right of deployed order.

3.3.3 Squares. Infantry may form square by placing one base in the rear rank, facing backwards. Squares may not move. To move between square and line requires a redeployment move taking a complete turn. Squares have no flanks (or rear).

3.3.4 Artillery limbering and unlimbering. To limber, place a limber marker at the rear of the artillery

base, facing in the direction of travel. To unlimber, remove the base and point the artillery base in the desired direction. This may be anywhere within 1" of the starting location. Regimental and field artillery may fire in the same turn as unlimbering; heavy artillery may not.

3.3.5 Changing face. As a redeployment move, deployed units may change their facing in any direction, so long as their old and new positions overlap.

3.3.6 Difficult redeployments. The following are difficult. The unit must take a cohesion test; failure means that the unit loses a cohesion state, but still completes the redeployment, unless it becomes broken, when it completes an initial rout move.

- *Turning about: any change in facing of over 90°, unless part of a retreat move.*
- *Line to square or vice versa.*
- *Any redeployment in difficult terrain.*

## 3.4 Interpenetration

3.4.1 All units may pass through artillery or irregular units without penalty and vice versa; there must be sufficient movement allowance for the moving unit to clear the unit being passed through.

3.4.2 Infantry and cavalry units can only move through other infantry and cavalry units if the unit being passed through remains static for the whole turn. It is treated as a minor obstacle. There must be sufficient movement allowance.

3.4.3 Any unit may move through a 2" gap between friendly infantry or cavalry units without penalty.

## 3.5 Terrain effects

3.5.1 Difficult terrain. Infantry, cavalry, irregulars and regimental artillery count double distance in difficult terrain, subject to scenario conditions. Other artillery may not enter difficult terrain.

Cavalry units and light artillery in good order become disordered if moving in difficult terrain. This is removed through rallying in the normal way.

3.5.2 Obstacles. A major obstacle takes a whole move to cross.

A minor obstacle has a movement cost shown in the movement table.

A crossing point (such as a bridge or ford) turns a major obstacle into a minor one; they have no effect on minor obstacles, except to negate their effect for march columns and limbered artillery.

To pass an obstacle (including at a crossing), start when any part of the unit's front touches the obstacle; after crossing the unit may face in any direction, so long as part of the unit remains touching it at a point opposite to where the unit was at the start.

## 3.6 Moving and the enemy

3.6.1 Shaken units. These may not move towards visible enemy within 6" except if retreating.

3.6.2 New enemy in view. Movement ends when a unit encounters an enemy unit that was previously unseen, e.g. in a wood or behind a watershed.

3.6.3 Contact zone. Units cannot enter the enemy contact zone during movement, but if they end movement in contact (i.e. touching the zone), they may attempt to close in the close combat phase.

3.6.4 Fixing units in contact. A unit in contact cannot move except to wheel up to 45° to face its opponent. Contact fixes a unit that has not yet had the opportunity to move.

3.6.5 The frontal zone. Units may not enter and leave the frontal zone of an enemy unit in the same move. If in the frontal zone of more than one unit, this rule applies firstly to any enemy unit intersected by the moving unit's central axis, or then to the nearer enemy unit if this does not apply. Other units can be ignored.

3.6.6 Flank or rear attacks. A unit may not move to contact in a position to close and conduct a flank or rear attack unless its centre-point starts the move behind the enemy unit's front. It may move to a position to compromise the enemy unit's flank without this restriction.

3.6.7 Broken enemy units. Units, other than artillery, which are disordered or in good order may contact broken enemy units. When they do so, the broken unit is removed. The advancing unit halts there and if in good order takes a cohesion test. A failure means that it becomes disordered.

## 4 SHOOTING

Shooting is resolved simultaneously, with the results taking effect at the end of phase.

### 4.1 Eligibility

4.1.1 Infantry and irregular units with at least half of an enemy base in their frontal zone may fire, unless they are limbered, in march column or broken.

Target eligibility is determined by base, using the frontal zone for each base to determine whether it is able to participate. Different bases may fire at different targets. Pike bases cannot fire.

Squares may fire at any unblocked enemy unit within 3" - but only with one base.

4.1.2 Cavalry may only fire at units "in contact". Both frontal bases may fire at the enemy unit provided that

it is intersected by the unit's central axis, even if only one of them touches the contact zone. Irregulars are not restricted in this way.

4.1.3 Artillery. Artillery may fire at any enemy unit within their frontal zone extended up to their maximum range, as follows:

- Regimental artillery 9"
- Field artillery 15"
- Heavy artillery 24"

### 4.2 Method

4.2.1 Fire points. Firing is evaluated by target. Each eligible base counts as 1 point; infantry and artillery bases count 2 points if at close range, which is 1" for infantry or 3" for artillery.

4.2.2 Modifiers. Apply modifiers to total fire points if they apply to half or more of the fire points total, provided they apply to more than half of the fire-points; a negative modified score means ineffective fire:

- A or B class infantry +1
- D class infantry -1
- Disordered -1
- Light artillery -1
- Irregulars not in contact -1
- Shaken -2
- Enfilade fire +1
- Firing at irregulars -1
- Firing at cover unless heavy art. -1

4.2.3 Results. Throw a D6. The scores required to for each level of effect are as follows, depending on modified fire points:

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

4.2.4 For each level of damage, lose one level of cohesion, with the first level of damage subject to failing a cohesion test, taken at the level of cohesion before applying losses. Units that are broken complete an immediate initial rout move. (See below).

4.2.5 Pursuit. Any cavalry or irregular unit in the contact zone of a unit that routs may/must pursue, following 5.5.

4.2.6 Enfilade fire. Where the firing can trace a line of fire from one flank side of an enemy base to the

opposite flank side with at least one of its bases, this counts as enfilade fire.

## 5 CLOSE COMBAT

Close combat is carried out by players with units in contact (i.e. within 1" of an enemy unit) closing and completing a combat.

### 5.1 Sequence

5.1.1 Attacks are resolved sequentially, with closing and close combat and post combat moves on a particular unit being completed before moving on the next one. No unit may attack or be attacked more than once in a turn though units can be engaged in both.

5.1.2 Sequence of resolution is any order the players choose. If you require something more orderly the player whose commander card was drawn first starts with his choice (choosing a single charge target) and the players alternate.

### 5.2 Closing

5.2.1 Who? Units must be able to contact an enemy unit by advancing 1", with their central axis passing through the target unit, or within 2" behind its front edge for flank attacks. Shaken units may not close.

5.2.2 Incidental contact. Units may move sideways by up to 1" to avoid incidental contact with a neighbouring enemy unit. Incidental contacts are allowed, however, but disadvantage the attacker. They may be used to include an artillery unit in the combat.

5.2.3 Cohesion test. A cohesion test must be taken for each unit wishing to close. A pass is required to proceed with the attack.

5.2.4 Advance to contact. After passing the test the unit or units are moved to contact; this may include a wheel of up to 45°.

5.2.5 Supported artillery. Artillery is supported if it is attacked with a friendly infantry or cavalry unit facing the attacker and within 1" directly behind the artillery unit or within contact distance of the attacking unit as it closes. The defending player may then declare support and move the supporting unit up to the artillery or the attacker. The combat is now between the attacker and the supporting unit, with the artillery as incidental contact.

### 5.3 Combat procedure

5.3.1 Defining combats. All attacks on a particular enemy unit are treated as a one combat. Where more than one unit is attacking the same enemy unit, the attacking player decides which one is the lead unit,

which dictates the combat factors and suffers any adverse result.

5.3.2 Combat factors. Each side totals up combat factors as follows; the result must be between 0 and 6, and can be recorded on a D6:

- A/B class troops	+1
- D class	-1
- Disordered or shaken	-1
- Pike bonus	+1
- Artillery	-2
- Irregulars	-1
- Charge bonus (Special rules)	+1
- Attacking shaken troops	+1
- Attacking flank or rear	+2
- Compromised flank	-1
- Cavalry/irregulars v "hedge of steel"	-1
- In entrenchments	+2
- Attacking across an obstacle or barricades	-1
- Supported by another unit	+1
- Incidental contact with another enemy unit	-1

5.3.3 Pike bonus. Pike infantry receive this in all combats except when attacking defences, or attacking or defending in woods or built areas.

5.3.4 Hedge of steel. This applies to cavalry or irregulars attacking infantry in line frontally, or square from any direction. It does not apply to infantry attacking cavalry or irregulars.

5.3.5 Margin. Add the combat points to the score of a D6. The attacker's overall score less the defender's is the margin.

5.3.6 Results table.

Margin	Attacker	Defender
7+	N/E	ROUT
4-6	N/E	L3
1-3	L1	L2
0	L1	L1
-1-3	L2	L1
-4-6	L3	N/E
-7	ROUT	N/E

Levels of damage operate in the same way as for shooting.

5.3.7 Movement after combat depends on cohesion:

- Disordered units fall back 2-4" (player discretion) unless opposing unit is shaken or broken, or defending units whose attacker is disordered.
- Shaken units recoil 5" unless opponents are broken (when they stand), or shaken, when the fall back 2-4" if attacking, or stand if defending.
- Broken units complete initial rout move.
- Attacking units in good order advance 1" if opponents recoil or rout; pursuit rules apply against routed units. If opponents remain in good order, the unit falls back 2-4".
- Defending units in good order always stand.

5.3.8 Incidental contacts. If making incidental contact with an artillery base, the artillery follows the same outcome as the main target. Otherwise, incidental contacts stand. This may block a winning unit from advancing but does not block a pursuit.

5.3.9 Multiple attackers. The designated lead attacker abides by the combat result. The supporting unit is unaffected but falls back if the defending unit stands.

5.3.10 Flank and rear attacks. To claim this advantage, the attacker's central axis must pass through the enemy unit's flank or rear edge. Note 3.6.6.

5.3.11 Artillery. Any artillery unit that suffers a recoil or rout result is lost; light and medium artillery may not fall back more than 2". Heavy artillery is lost if forced to fall back.

## 5.4 Rout and recoil

5.4.1 Movement. Recoiling units must move back 5". An initial rout move is half a move at rout rate away from the enemy.

Units may vary direction by up to 90° to avoid enemy units or impassable terrain, and by up to 45° to avoid friendly units.

5.4.2 Terrain and obstacles. Halt at impassable obstacles. Shaken units become broken but do not move. Otherwise, recoiling and routing units pass obstacles, unless being pursued, when they halt before the obstacle, and pass only if the pursuit does not reach them. The slowing effect of difficult terrain is ignored in recoil and initial rout moves.

5.4.3 Meeting friendly units. Pass through friends. Units passed through take a cohesion test. Failure and they lose a cohesion level. If broken, they join the routing unit (artillery or irregulars are removed), otherwise complete an initial rout move.

5.4.4 Meeting enemy units. Cannot breach contact zone, except to pass through a gap of 3" or more or to pass through artillery. If unable to complete move because of this, the unit is removed.

## 5.5 Pursuit

5.5.1 Applicability. Cavalry (unless shaken) may be forced to/opt to pursue routed enemy, and irregulars always do. This occurs after an enemy unit within its contact zone is routed as a result of shooting or close combat. Players not wishing a cavalry unit to complete a pursuit must have the unit pass a cohesion test. Units in good order become disordered when pursuing.

5.5.2 Pursuit moves. Move to follow the routed unit; there is no cost to direction changes. The maximum

distance is 3 plus the score of one D6 in inches. Move until reaching the routers, another enemy unit in their path, the maximum move distance or the table edge. Then:

- *If reaching the table edge, leave the table.*
- *If reaching maximum distance, halt.*
- *If contacting the routers, these are removed and the unit halts.*
- *If contacting enemy who are not broken, complete the combat process below.*

5.5.3 Pursuit combat. If a pursuing unit contacts a non-broken enemy unit, there is an immediate round of close combat. There is no further pursuit movement after this.

## 5.6 Disengagement

At the end of all close combat, any units still in contact distance of the enemy or shaken units (because they did not close) – but not flank-to-flank contacts. At the end of the phase no units should be touching the contact zone of enemy units. Units disengage in sequence of increasing cohesion level as follows.

5.6.1 Shaken units. These recoil so that they are 4" from the enemy. If both sides of an engagement are shaken, both do this, unless one of them is defending an obstacle, entrenchments or barricades, when it stays put. If both sides disengage, the separation distance is 4".

5.6.2 Disordered units fall back to 2-4" from units in good order, depending on player choice, unless defending an obstacle, entrenchments or barricades. The side that moved into contact does this first.

5.6.3 Units in good order. Units close to units defending obstacles, etc, fall back to 2-4" distance. Units in good order facing off against each other in other instances both fall back 1".

## 6 MORALE PHASE

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### 6.1 The Break Point

Both the army and each division have a break point. This is half the strength points calculated as follows:

- *One point for every infantry or cavalry unit;*
- *An additional point for every Guard infantry or cavalry unit;*
- *Half a point for each artillery or irregular unit.*

### 6.2 The Morale phase

6.2.1 Army morale. Count the total number of units broken, destroyed or off the table for each army, calculating their points value in the same way as the break point is calculated. If this exceeds the break point, then that army has lost the will to continue. It

will withdraw and has lost the battle. If this happens to both sides, it is counted as a draw.

6.2.2 Divisional morale. If the army as a whole passes its morale test, the same calculation is made for each division that has any units within 12" of enemy units that are not shaken or broken. If a division's lost, broken or off-table units exceeds its break point, throw 2D6 and take a cohesion test for every unit in the division using that score. Every unit that fails breaks and completes a full rout move.

### 6.3 Time out

If the pre-agreed time limit for the game is reached without one army failing its morale test, count the number of broken or destroyed units using the same points system as army morale, and half the value of any units that have left the table (without being broken) or are shaken. The side with the highest ratio to its original point count is the loser. This may be modified by geographical objectives depending on the scenario.

### 6.4 Units that have left the table

Broken or shaken units that have left the table do not return. Other units must spend a complete turn off the table. At the end of their first move off the table, and any subsequent move, after army and divisional morale tests, take a cohesion test for the unit, counting any disorder for the first time, but not subsequently. If it passes the unit returns to the table within 6" of where it left, in good order. If a general is with the unit as it left, he may use his influence on the test for the first move, after which he returns to the table himself.

## 7 GENERALS

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### 7.1 Generals and combat

If a unit with a general attached suffers any potential loss of cohesion in shooting or close combat, throw a D6. A score of 6 means that the leader is hit. One hit and he is wounded.

If the unit to which a leader is attached is routed, or carries out a pursuit, he accompanies the unit for the remainder of the turn. This may result in him leaving the table.

### 7.2 Recovering or replacing commanders

7.2.1 Wounded commanders. These remain in play but reduce effectiveness by one level; weak commanders take the lower of two dice as their base score. A second wound means they are removed.

7.2.2 Left the table. If a general has left the table for any reason, return him to play at the end of the

following turn, in the centre of his division, or if the Commander, the division nearest his exit point.

7.2.3 Lost generals. These are replaced at the end of the game turn following the loss, placed in the centre of their division for Leaders, or any division for the commander. Throw for D6 characteristics:

Type	Swedish	Russian
Weak	1	1-3
Competent	2-4	4, 5
Strong	5,6	6

## 8 SPECIAL RULES

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These rules only apply if the relevant troop type or terrain factor is on the table.

### 8.1 Shock cavalry

8.1.1 Charges. Shock cavalry may declare a charge during the movement phase on any enemy unit, if they are within movement reach of the contact zone and can see the unit at the start of the move. It must pass a cohesion test (if it fails it may make any other move). Mark the unit as charging. It may not carry out any shooting, but it will receive fire in the normal way. In the close combat phase any charging unit must attempt to close unless it has been shaken by shooting. There is no need to take a further cohesion test to close. There is a charge bonus in the following close combat.

8.1.2 Opportunity charges. If an enemy unit enters the frontal zone of a shock cavalry unit in good order, the shock cavalry may attempt an opportunity charge during enemy movement. Halt the enemy unit at the point of entry and advance the shock cavalry to the contact zone if it passes a cohesion test, wheeling if required. If the cohesion test fails the enemy unit continues its move.

The opportunity charging unit is marked as charging and follows the procedure for charges. If the advancing enemy is itself charging towards the opportunity charger both sides may receive the charge bonus and close simultaneously.

8.1.3 Sequence. All charges are resolved before the rest of the close combat phase takes place. Use the same sequence rules as for other close combat.

### 8.2 Irregulars

8.2.1 Orders and free actions. Orders can be given to irregulars in the normal way, but they have further free actions available:

- *Fall back or withdraw from enemy within 12".*
- *Advance to the flank or rear of enemy units (up contact) without entering an enemy frontal zone.*

8.2.2 Probe order. Irregulars may be given this order. Under it the unit advances to within 12" of the opposite table edge, and then towards the centre of the table without requiring further orders in following turns. It may not enter the forward zone of enemy units except enemy irregulars (which they may close with). The free actions remain available.

8.2.3 Evade. If an enemy unit moves into a position to close with an irregular unit, it may opt to evade move as soon as this occurs. This is a fall back move of up to 8". Takes a cohesion test before it moves. If it fails, it loses a level of cohesion. If the unit has not moved already, this move replaces any movement that turn.

### 8.3 Defences

Defences may be entrenchments, which are a permanent terrain feature, or barricades (including abatis and wagons), which are temporary, and are removed when forced or passed through. Occupying units are simply placed behind them with the front edge touching. Barricades are only effective when attacked from the front. Artillery may occupy entrenchments if they have been designed for that purpose. They may always occupy barricades.

Both types of defences are treated as minor obstacles for movement purposes.

### 8.4 Attacking obstacles

8.4.1 Defended obstacles. If defending units are placed within 1" behind obstacles, they are said to be defending them. The obstacle is treated as the contact zone. Attacking units may only attempt to close across the obstacle if they had sufficient movement allowance in the Movement phase (for a minor obstacle) or started from within 2" of it (major obstacles).

8.4.2 Covered obstacles. If units are further back from the obstacle, but the obstacle is within the frontal zone, then the obstacle is said to be covered. Enemy units may cross the obstacle in the normal way and advance to the contact zone (if sufficient movement allowance). However, they must take a cohesion test, and lose a level of cohesion if they fail. If shaken, they fail to cross the obstacle and remain with their front edge on it.

### 8.5 Enclosures and built zones

These are areas of human development, of approximately 3" square.

8.5.1 General rules. They are treated as difficult terrain and can be occupied by a maximum of one infantry or artillery unit, or one of each. Cavalry and irregulars may pass through but not occupy.

8.5.2 Occupation. To count as occupying, units must complete an occupation move, which takes a whole turn, after having moved into it in the previous turn. They must clearly point to one of the faces. Artillery may only fire forwards. Infantry can fire to the flanks (with one base each); musket infantry can fire forwards with a maximum of two bases, pike infantry with only one. Infantry does not count as having flanks for close combat purposes, except when attacked in the rear. If occupied by infantry, the whole area to the front and flanks within 3" is considered to be the fire zone.

8.5.3 Enclosures. These are areas of fields, orchards, or small farms, etc, bounded by a fence or similar feature designed to stop livestock. There may be a small building included. This fencing is treated as barricades for close combat, but not as an obstacle for movement purposes, or as cover for firing purposes.

8.5.4 Built zones. These consist predominantly of buildings, but without a fenced perimeter. Occupying troops count as in defences for shooting but gain no advantages in close combat.

8.5.5 Redoubts. These are a special form of enclosure. They are smaller (2" each side) and infantry occupy them in square; artillery must face only in one direction. The boundaries are treated as entrenchments.

### 8.6 Small units

Small infantry and cavalry units consist of two bases, deployed in a single rank. Normal combat rules apply, but they have no shaken state – they move straight to broken. Pike units can fire with both bases, but subject to a -1 modifier.

### 8.7 Fragile units

D class units are reasonably tough units. Sometimes units had limited fighting spirit – for example most Russian units at Narva. Units can be designated as fragile to reflect this. When these units suffer a loss of cohesion from firing or close combat, they go straight to shaken status from good order, and are broken if disordered (e.g. from difficult terrain).