

Prompted Actions		OOT	Drilled	Formed	Tribal	Block Move?	Notes
C1	Move OOTs allowing others to charge	I	x	x	x	✓	Any white OOT move only if it then allows a TUG to charge
C2	Prompt Charges	II	II	II	II	✓	Wheel up to 90° at start of charge. Unengaged files of an engaged TUG can charge 1BW. OOTs/Dragoons can only charge non-OOTs when 1 wound from break or if (badly) affected
C3	Stop Forced Charges	III	III	IV	IV	✓	Impetuous Troops do not have Forced Charge if >3 down in charge combat.
C4	Countercharge or Intercept	III	III	III	IV	✓	Countercharge can wheel; intercept not. Move -1BW. May not go closer than 1BW to chargers.
CM1	Move General	II				x	Any command capability and organisation structure.
CM2	Generals within 2BW to Press On	YELLOW 1BW recovered; RED 2BW recovered				✓	
M1	Switch Flexibles, Drop Pikes, Dismount	II	II	III	IV	✓	Must be ≥ 2BW from enemy TUGs at all times.
M2	Advance Directly Ahead (short if desired)	I	I	I	I	✓	No deviation. Allowed after run-away/skirmish/charge - Max 2BW
M3	Advance with Wheel	I	II	II	III	✓	One wheel ≤ 90° per move. This wheel can be at any time in move.
M4	Advance with Double Wheel	II	III	IV	x	✓	Each wheel ≤ 90° must have 1BW of movement directly ahead before the next wheel. The move cannot go within 2BW of enemy TUGs.
M5	Full Ahead with Shift	I	II	IV	x	✓	Shift 1BW to side at end of move. Must stay ≥4BW from enemy TuGs at all times
M6	Advance and Contract	I	II	III	IV	✓	Move at least 2BW directly ahead, contracting by 1-2 files (if allowed by formation). Must stay ≥4BW from enemy TUGs at all times
M7	Expand while stationary	I	II	II	III	✓	Expand by 1 file on either or both sides while stationary (if allowed by formation)
M8	Contract on the spot and/or redress ranks	I	II	III	IV	✓	Contract by 1-2 files while stationary, staying ≥4BW from enemy TuGs at all times. May redress ranks at same time.
M9	Turn 90° or 180° on the spot	I	II	III	IV	✓	Expand as necessary to achieve legal formation. After run-away/skirmish move only a 180° turn is allowed.
M10	Turn 180° with Move (not Keils or Tercios)	I	III	IV	x	✓	Turn at beginning or end. -1BW movement reduction. Can include 1 wheel. After run-away/skirmish move only a 180° turn is allowed (2BW max move)
M11	Fall Directly Back ≤3BW with Mtd & OOT	II	III	IV	x	x	Movement distance is determined by any Terrain (P) moved through.
M12	Fall Directly Back ≤2BW with other troop types	x	III	IV	x	x	Movement distance is determined by any Terrain (P) moved through.
M13	Double Move: 2 Consecutive GREEN Moves	II	III	IV	IV	✓	Must stay ≥ 4BW from enemy TuGs at all times. TuGs cannot push back OOTS on 2nd move. Tribal Foot (except Mounted Foot) & Elephantry are not permitted this action.
M14	Interpenetrate TUG	1 Colour higher				✓	Interpenetrate non-OOT or Battery performed as a M2-M6 move. The whole TUG must be able to pass completely through.
M15	Wheel Battery with Medium Guns	x	III	IV	x	x	Wheel forward or backwards 1BW.
MF1	Move unengaged bases to a single different file	I	II	II	III	x	Create Supporting Files, fill gaps etc. Multiple actions allowed.
MF2	Turn Bases 90°/180° to face enemy in contact	I	I	II	II	x	Turn any/all bases with enemy in contact with their flank or rear to face enemy.
F1	Control Pursuit	II	III	IV	x	x	Each card played cancels 1 move of reckless pursuit. Up to 2 cards can be played.
F2	Break-Off Mounted from slower/equal speed Foot	II	II	III	IV	x	Directly back 2BW up to maximum move. Movement distance is determined by any Terrain (P) moved through.
F3	Break-Off Foot from slower/equal speed non-impetuous Foot	II	II	III	IV	x	Directly back 2BW up to maximum move. Movement distance is determined by any Terrain (P) moved through.
F4	Break-Off Mounted from slower/equal speed Mounted/Elephantry	II	II	III	x	x	Directly back 2BW up to maximum move. Movement distance is determined by any Terrain (P) moved through.
F5	Voluntary pursuit after Break-offs	II	II	III	IV	x	Move directly forward, up to max move, to re-establish contact with TUG that broke off. No new contacts can be made.
E1	Generals with unit Recovering Wound	IV				x	In Combat
		III				x	Not in Combat

For Keils, Tercios, Later Keils all M3-M14, F1 & F3 actions costs one card colour higher

TURN SEQUENCE

All actions, prompts, declarations and movement are made alternately, starting with the Active player

CARD	8.SP1.1	Active player takes pack and shuffles in all discarded cards. Deal cards to replenish all generals (including dead)		
	8.SP1.2	In the first round Allied cards are dealt face up to check for unreliability. Flank March cards are dealt face up until arrival.		
	8.SP1.3	Army Commanders gift cards to on-table Sub-Generals.		
CHARGE	8.SP2.1	Prompt OOTs to allow others to charge Prompt movement of Generals		
	8.SP2.2	Declare and mark all Charges, or play cards to stop Forced Charges. Place a charge marker with each TUG indicating the direction of charge. TUGs with Fire & Charge shoot immediately as they are declared to charge.		
		8.SP2.3	Place charge markers for any remaining Forced Charges with direction of charge.	
		8.SP2.4	Prompt and move Countercharges and Intercepts.	
	8.SP2.5	Choose response actions for all charges (Run-away or Skirmish or Stand to receive) 1. Shoot at Chargers with all those that are eligible. 2. Evaders roll a variable dice and make an evade move.		
		8.SP2.6	Move chargers.	
		8.SP2.7	1. Perform optional alignment. 2. Fight Charge Combats.	
	8.SP2.8		1. Perform end of phase KABs. 2. Move routers. 3. Reform and move pursuers. 4. Remove Routers	
		8.SP3.1	Both sides Shoot with any files that did not Charge or Shoot in Charge Phase. 1. Remove any casualties. 2. Mark any Drive Back effect of fire. 3. Make Drive Back moves.	
			8.SP3.2	1. Perform end of phase KABs. 2. Move routers. 3. Reform and move pursuers. 4. Remove Routers
				8.SP4.1
	8.SP4.2	Replace dead Professional Generals.		
8.SP4.3	Prompt actions, until both sides pass - Prompted Move (M or MF) Discard a Card Pass			
	8.SP5.1	Perform optional alignment.		
		8.SP5.2	Fighting Melee Combat	
8.SP5.3	1. Perform end of phase KABs. 2. Move routers. 3. Reform and move pursuers. 4. Remove routers.			
	8.SP5.4	Prompt Break-Off moves.		
	8.SP5.5	Prompt Voluntary Pursuit.		
	8.SP5.6	Prompt Post-Combat actions.		
END OF TURN	8.SP6.1	Recover Wounds by available means (Generals, Rear Support etc.)		
	8.SP6.2	Replace dead Tribal or Instinctive Generals.		
	8.SP6.3	End of Turn KaB tests.		
	8.SP6.4	Discard cards as desired (Professional Generals can keep Max of +1 over)		

Movement Distances: Base Widths (BW)

Unaffected ■ Affected (P) ■ Badly Affected (P) ■

Type	G	R	D
Close Formation Foot	3	3	2
Loose Formation Foot	3	3	2
Dragoons	4	4	3
Foot OOT	4	4	3
Loose Formation Mounted	5	3	2
Mounted OOT & Generals	6	4	3
Elephantry	4	3	2
Battle Wagons & Mobile Camps	2	1	×
Battery with Light Guns	2	1	×
Battery with Medium Guns (M15 only)	1	×	×

*Fleet of Foot* TUGs use Foot OOT movement distance

-1BW if crossing **Linear Obstacle**

Mounted count as **Affected** by Terrain (P), when in combat against Foot claiming **Linear Obstacle (B)**

Enemy OOTs in Good Going, contacted by a TUG in its first move are pushed back. **(ME14.I)**

Run-away or Skirmish when Charged

OOTS or TUGs with evade choose either option

Variable Move	Roll 1D6
Reduce 3BW	0
Reduce 2BW	1
Reduce 1BW	2
Normal Move	3-5
Add 1BW	6
Add 2BW	7

-1 to the Dice for Poor

+1 to the Dice for Superior/Exceptional (Optional)

-2BW if Skirmish or Caracole

Direction of evade must be -  
In the same direction as the original charge path, or directly to the targets front or rear.

Gifting Cards

OOTs or TUGs with evade choose either option	
Professional Army Commander can gift	Range
Any/all cards when Floating	15BW
1 card to each professional sub general	10BW
Instinctive Army Commander can gift	Range
1 card to each instinctive sub general	8BW
Tribal Army Commander can gift	Range
None	6BW

Fighting Generals cannot gift cards

KAB Test - Reasons to Test a TUG - POOR AVERAGE SUPERIOR EXCEPTIONAL

Timing

U1	Killing a General - test all TUGs within 3BW (6BW if Legendary)	Immediate
U2	Breaking a TUG. Test all TUGs within 3BW	2.8, 3.2, 5.3, 6.3
U3	Stopping at a long table edge after run-away / skirmish response	Immediate
U4	Driven back into or through friends	Immediate
U5	Close Foot entering, or becoming Close, in an insecure flank sector	Immediate
U6	Close/Loose Foot in Good Going (B), in an unsecured flank, charged by Mounted/Elephantry	Immediate
U7	Close Foot in Good Going (B), in an unsecured flank sector (even partially)	6.3
U8	Sacked Camp	6.3

KAB Test - Reasons to Test a General

Timing

MEDIocre COMPETENT TALENTED LEGENDARY

G1	Base loss on a file with a Fighting General	Immediate
G2	Breaking a TUG. Test all TUGs within 3BW	Immediate

TUG KAB - 1 automatic wound + throw of CCC dice

 2 Wounds	 1 Wound	 1 Wound
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## SHOOTING SHEET

Shooting starts on **GREEN** dice adjust up or down

▲ ▲ Dice Upgrades ▲ ▲

Foot with High Firepower (HFP) at Deadly Range shooting at Foot

**Stationary** Foot with High Firepower (HFP) at Deadly Range shooting at Mounted or Elephantry

Mounted with High Firepower (HFP) at Deadly Range (unless target is Heavily Armoured)

Shooting at Poor target at Deadly Range

Shooting from behind flank or rear

**Shot** firing at Keils (Not including Later Keils or Artillery shooting)

**Shot** firing at Irregulars at Deadly Range (Does not include Artillery shooting)

Artillery shooting Keils, Late Keils, Tercios, Irregulars, Elephants and Battle Wagons

Artillery shooting at TUGs charging them

Shooting while not **badly affected** at a **badly affected** target

Shooting while **unaffected** at an **affected** target

▼ ▼ Dice Downgrades ▼ ▼

Shooting **at** OOTs, unless Deadly range

Shooting **by** OOTs, unless target is **affected** or **badly affected**

Shooting **by** Artillery

Shooting **at** Battery

Mounted Shot

Foot Shot shooting Mounted or Elephantry

Shooting **at** a TUG with any **engaged** files (except Keil, Later Keil or Tercio)

Shooting **by** a TUG with any **engaged** files (except Later Keil or Tercio)

Non-shot vs. Protected, Armoured or Heavily Armoured

Low Firepower (LFP)

Making a **run-away** charge response

Single-rank shooting when needing two for full effect

Shooting at Long Range

Target in Cover (**B**), unless target file is **badly affected** or shot at by Artillery

Notes

**Lower than BLACK and no dice is thrown!**

Foot counts as **Stationary** when it has not Charged (even just declared), Intercepted, Skirmished, Run-away, Countercharged or Pursued

### Casualty Removal from Shooting

If all TUGs bases are the same defender removes any base not in combat.

If shot from the front and a TUG has a "Front-Rank" characteristic the defender must remove a "Front Rank" base not in combat.

In all cases, base removal must maintain Formation width where possible.

### Drive Back Moves

If a TUG cannot be Driven Back because of enemy, its rear table edge or impassible terrain, move as far as it can and takes a KAB test.

If a TUG cannot be Driven back because it contacts friends

If there is room beyond without exceeding the normal move distance.

- OOTs pass directly through and take a KAB.
- Other TUGs pass directly through causing a KAB on itself and all TUGs passed through

If insufficient room to pass through or would exceed normal move.

- OOTs stop on contact and take a KAB.
- Other TUGs stop on contact causing a KAB on itself and all Friendly TUGs within a normal move distance directly behind the TUG starting position.

### Driven Back during the Charge Phase

For each Drive Back effect the charging or evading TUG move distance is reduced by 1BW

Generals within 2BW can cancel each Drive Back - prompt (C6) to cancel 1BW (**Yellow** Card) or 2BW (**Red** Card) to "Press On"

If the Drive Back is insufficient to prevent the charger reaching its target, the charging TUG is moved normally, and the charge combat occurs

## SHOOTING RANGES (in BW)

SHOOTING RANGES (in BW)	DEADLY	LONG
Matchlock, Flintlock Muskets, Foot Bow	3	5
Arquebus, Mounted Shot, Slings, Javelins, Mounted Bow	3	X
Regimental Guns	5	
Light Guns	12	
Medium Guns	18	
Heavy Guns	24	

Batteries, Elephants and Battle Wagons fire at full effect in 1 rank.  
All other troops need 2 ranks to fire at full effect.

Artillery may shoot over friends if all of the following apply

The whole of the shooting base is on a hill.

The shooting base is least 1BW from the friends they wish to shoot over.

Their target is more than 4BW from any friends they wish to shoot over.

Shooting Files must satisfy all of - **Ability to shoot - Eligible target - Priority arc of fire**

To have the **Ability to Shoot (ME17.C)** none of the following must apply -

Must not be a fighting or supporting file

It is the Charge Phase, and the TUG is the target of a charge, but a countercharge or intercept move has blocked the path of charge (unless coming within 1BW)

It is the Shooting Phase, and the TUG has in the Charge Phase:  
Charged, Intercepted, Countercharged, Evaded, Pursued or Shot

It is the Shooting Phase and the TUG is CFP.

To be an **Eligible Target (ME17.D)** all of the following must apply -

Both shooting corners of the file must be able to draw an uninterrupted line to the same point on the target base, without passing through any Friendly/Enemy bases or Terrain (that blocks visibility) (ME24.D)

The target base must be ahead of the line extending the shooting base's front edge.

The target base must not be in the first two ranks of a fighting/supporting file.

The target base is in range of the firing weapon (ME17.G.1)

The **Priority Arc of Fire (ME17.D.4)** is as follows

If **any eligible target** is **within** 1BW and directly ahead, then a shooting file has **priority arc of fire** at whichever such base covers most of the frontage of the shooting file

If **all the eligible targets** are **outside** 1BW then a file has **priority arc of fire** for **any** of the following -

**Eligible target is directly ahead**

A TUG is Standing to Receive as a response to a frontal charge, all files who have the **ability to shoot** qualify for **priority arc of fire** at the charging TUG.

A TUG with **Fire & Charge** declares a charge, all files with the **ability to shoot** qualify for **priority arc of fire** at the charge target.

When another **shooting file** targets an enemy base, who is **directly ahead**, then contiguous files in the **same** TUG may have **priority arc of fire** at the same target.

When another **shooting file** targets an enemy base, who is **directly ahead**, then contiguous files in a **different** TUG may fire at the same target if they don't already have a target (see ME17.D.5.5)

Artillery with **eligible target** ≤ 8BW, has priority arc of fire from 1BW from its side edge.

Artillery with **eligible target** > 8BW has priority arc of fire from 2BW from its side edge.

### Effect of Dice in Shooting

<input type="checkbox"/> <b>Blank face</b> No Effect	<b>S</b> <b>1 Drive Back</b> <small>1 Wound if Flintlock Musket</small>	<b>1 Wound</b> <b>1 Drive Back</b>	<b>2 Wounds</b> <b>1 Drive Back</b>
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### Driven back by Fire (ME17.J)

Each non-blank shooting dice, which does not qualify for behind flank or rear upgrade, inflicts one Drive Back "effect". Adjust with the following modifiers

Shot shooting at Cavalry ( <b>each</b> Shot Drive Back 'effect')	+1
Drilled Troops (not Drive Back effects caused by Artillery)	-1
Superior or Exceptional (not Drive Back effects caused by Artillery)	-1
TUGs qualifying for Chequerboard	-1
Keil, Late Keil, Tercio	-3
Large Pike & Shot and Solid Irregulars	-1
Non-Shot in the Shooting Phase.	-2

The net total Drives Back the TUG 1BW per 'effect'.

A TUG can **never** be Driven Back more than its movement distance.

Charge Phase - General Claims	
Each Level Better Quality	+1
File qualifying as a Flank, or Rear, Charge (+1 automatic Wound)	+4
General fighting in file (additional +1 if Rash General/Lead from the Front)	+1
Mounted or Elephantry fighting frontally vs Foot who are <b>not Stationary</b>	+3
Mounted fighting frontally, without Terrain <b>(P)</b> vs. Loose Foot	+2
TUG fighting frontally and neighbouring file has Shoved**	+1
TUG fighting frontally and neighbouring file has Shattered**	+2
<b>Opponent Affected (P)</b>	+2
<b>Opponent Badly Affected (P)</b>	+3
TUG fighting frontally, without Terrain <b>(P)</b> vs. Irregulars	+1
TUG fighting frontally with either Uphill <b>(B)</b> or Linear Obstacle <b>(B)</b>	+1
TUG (not while OOT) vs Battery	+2
Any vs. Combat Shy	+1
TUG fighting frontally, without Terrain <b>(P)</b> vs. Loose Skirmishers/Dragoons	+1
TUG fighting frontally, without Terrain <b>(P)</b> vs. OOTs	+2
Camelry vs Mounted	+1





Fighting Phase - General Claims	
Each Level Better Quality	+1
File fighting against an enemy side or rear edge	+2
General fighting in file (additional +1 if Rash General/Lead from the Front)	+1
Better armour except vs Elephantry, unless vs other Elephantry	+1
TUG fighting frontally and neighbouring file has Shoved**	+1
<b>Opponent Affected (P)</b>	+2
<b>Opponent Badly Affected (P)</b>	+3
TUG fighting frontally, without Terrain <b>(P)</b> vs Irregulars	+1
TUG fighting frontally with Uphill <b>(B)</b>	+1
TUG (not while OOT) vs. Battery	+2
Any vs. Combat Shy	+1
TUG fighting frontally, without Terrain <b>(P)</b> vs Loose Skirmishers/Dragoons	+1
TUG fighting frontally, without Terrain <b>(P)</b> vs OOTs	+2
Camelry vs Mounted	+1

Charge Phase - Preferred Claims (charge weapon)			
Foot fighting frontally * unless Terrain <b>(P)</b>			
Pike & Shot*	P&S	While <i>Stationary</i> vs Mounted or Elephantry	+3
Keils*	K&T	If in 2 or 3 ranks vs Foot	+1
		If in 4 Ranks vs Foot	+2
Later Keils*			
Tercios*		vs Mounted or Elephantry	+3
Socket Bayonet*	BaS	While <i>Stationary</i> vs Mounted or Elephantry	+1
		vs Foot	+1
Plug Bayonet*	BaP	While <i>Stationary</i> vs Mounted or Elephantry	+1
Impact Weapon	Iw	vs Foot	+1
Colunela*	Co	While <i>Stationary</i> vs Mounted or Elephantry	+3
Sonae (Foot)*	SoF		
Staves and Spears*	S	While <i>Stationary</i> vs Mounted or Elephantry	+2
Mounted & Elephantry fighting frontally * unless Terrain <b>(P)</b>			
Pistol*	Pi	vs any	+1
Elephantry	EI	vs Mounted	+4
		vs Foot	+3
Charging Lancer*	CL	vs EI, P&S, K&T, SoF, SoCL, S, BaS, BaP, Co	+0
		vs CL, SoLL	+1
		vs others	+2
Sonae (Mounted) CL*	SoCL		
Sword & Pistol*	S&P	vs EI, P&S, K&T, SoF, SoCL, S, BaS, BaP, Co	+1
		vs others	+2
Light Lance*	LL	vs EI, P&S, K&T, SoF, SoCL, S, BaS, BaP, Co, Pi	+0
		vs others	+1
Sonae (Mounted) LL*	SoLL		
Additional Characteristic claim fighting frontally * unless Terrain <b>(P)</b>			
Integral Pike*		While <i>Stationary</i> vs Mounted or Elephantry	+1
Shock* & Squadrons*		vs any	+1
Spirited Charge*		vs EI, P&S, K&T, SoF, S, BaS, BaP, Co	+0
		vs others	+1
Savage Charge*			
Hasty Defences		vs any	+1
Barricades		vs Foot	+1
		vs Mounted	+2
Redoubts***			

Fighting Phase - Preferred Claims (melee weapon)		
Foot fighting frontally * unless Terrain <b>(P)</b>		
Pike & Shot*	vs Mounted or Elephantry	+3
Keils*	If in 2 or 3 ranks vs. Foot	+1
	Later Keils*	
Tercios*	If in 4 Ranks vs. Foot	+2
	vs Mounted or Elephantry	+3
Bayonet*	vs any	+1
Expert Swordsmen	vs any	+1
Staves and Spears*	vs any	+1
Swordsmen	vs any Unprotected	+1
Mounted & Elephantry fighting frontally * unless Terrain <b>(P)</b>		
Pistol*	vs any	+1
Expert Swordsmen*	vs any	+1
Elephantry	vs any	+3
Swordsmen*	vs any Unprotected	+1
Additional Characteristic claim fighting frontally * unless Terrain <b>(P)</b>		
Integral Pike*	vs Mounted or Elephantry	+1
Barricades	vs Foot	+1
	Redoubts***	vs Mounted

\*\*Mark these as they happen; files adjacent to them must be fought next.

\*\*\*Redoubt side edge is considered a frontal contact.

Effect of Dice in Combat			
 <b>Blank face</b> No Effect	 <b>S 1 Wound</b> Potential Shove or Shatter	 <b>1 Wound</b>	 <b>2 Wounds</b> Potential Shove or Shatter
<b>TUG Break</b> - When it has lost 1/2 of its bases and takes 1 more Wound.			

Which Dice to Roll in Combat				
Equal claim	GREEN	Opposing File	GREEN	
1 Claim advantage	GREEN	Disadvantaged file	WHITE	
2 Claim advantage	YELLOW	Disadvantaged file	WHITE	
3 Claim advantage	RED	Disadvantaged file	WHITE	
4 Claim advantage	RED	WHITE	Disadvantaged file	BLACK
5 Claim advantage	RED	GREEN	Disadvantaged file	BLACK
6 Claim advantage	RED	YELLOW	Disadvantaged file	BLACK
7 Claim advantage	RED	RED	Disadvantaged file	BLACK

Foot counts as **Stationary** when it has not Charged (even just declared), Intercepted, Skirmished, Run-away, Countercharged or Pursued