

<p>Phases</p> <p>Roll Initiative [1D6 highest wins]</p> <p>Artillery fire [simultaneous] No fire and movement.</p> <p>Rally Units attempting to rally can not move or fire. Cavalry must rally off their disorder. Use unit morale characteristics</p> <p>Move side 1</p> <p>Move side 2</p> <p>Firing [simultaneous]</p> <p>Morale [for charging and contact]</p> <p>Melee</p> <p>Breakthroughs/ Recalls</p> <p>Command Command radius is 10". If out radius command unit can not advance towards enemy but may retire or turn to face as normal. General can attach and detach except if unit is in melee. Remove smoke. Exchange Marker of Destiny. Cavalry command themselves.</p>	<p>Movement</p> <p>Throw Command dice 20D to move distance per action point.</p> <table border="0"> <tr> <td></td> <td style="text-align: center;">Inf/Ft Art</td> <td style="text-align: center;">Cav/Horse Art</td> </tr> <tr> <td>Line</td> <td style="text-align: center;">3"</td> <td style="text-align: center;">5"</td> </tr> <tr> <td>Column/Skirmish</td> <td style="text-align: center;">4"</td> <td></td> </tr> <tr> <td>Elephant</td> <td style="text-align: center;">3"</td> <td></td> </tr> <tr> <td>Medium Art (limber)</td> <td style="text-align: center;">4"</td> <td style="text-align: center;">4"</td> </tr> <tr> <td>Push Art</td> <td style="text-align: center;">1"</td> <td style="text-align: center;">1"</td> </tr> </table> <p>Evade a charge 2D6 3D6</p> <p>Rout 12" 20"</p> <p>Rout becomes disorders. No interpenetration.</p> <p>Breakthrough 1 Action</p> <p>One Action to back step/side step, un/limber, change formation, form square, move through woods/rough, crossing obstacles, walls etc. All through woods except artillery and wagons.</p>		Inf/Ft Art	Cav/Horse Art	Line	3"	5"	Column/Skirmish	4"		Elephant	3"		Medium Art (limber)	4"	4"	Push Art	1"	1"
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<p>Melee 1D6 per stand or 2 D6 per cavalry unit.</p> <p>Melee Modifiers Roll dice and do modifiers</p> <ul style="list-style-type: none"> +1 if enemy disordered +1 if enemy is Cavalry receiving charge at halt +1 if general attached +1 if supported by one or more formed unit(s) +1 Lancers against non-lancers first round only 	<ul style="list-style-type: none"> +1 For attacking front or rear 1D6 risk to general if attached to defeated unit +5 <p><i>All Cavalry become disordered after melee.</i></p> <p><i>SHOCK troops cause double casualties if win 1st round of melee</i></p>
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<p>Morale 1D6</p> <p>to pass score equal or higher than morale factor.</p> <p>Morale Modifiers Roll dice and do modifiers</p> <ul style="list-style-type: none"> +1 Attached General +1 Defending building/walls etc +1 if supported by formed unit -1 if small unit -1 Disordered 	<p>Charge test Chargers can not fire</p> <ul style="list-style-type: none"> +2 Charging rear or unformed troops +1 Charging Flank +1 Charging while supported regardless of numbers +1 Attached General -1 Charging a defended linear obstacle or building -1 Disordered -1 Small unit <p>Rout into/ pass through test</p> <p>Single base units cause no routing through test</p>
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<p>Firing</p> <p>Light cover = scrub, woods, fences, hedges etc Heavy Cover = Stone walls, buildings, entrench etc</p> <p>Small Arms 1 D6 per base</p> <table border="0"> <tr> <td>Arquebus</td> <td style="text-align: center;">6"</td> <td>Muskets</td> <td style="text-align: center;">9"</td> </tr> <tr> <td>Bow</td> <td style="text-align: center;">24"</td> <td>Crossbow</td> <td style="text-align: center;">18"</td> </tr> <tr> <td>Mounted bow</td> <td style="text-align: center;">18"</td> <td>Slings</td> <td style="text-align: center;">18"</td> </tr> <tr> <td>Javelins</td> <td style="text-align: center;">12"</td> <td>Mounted jav</td> <td style="text-align: center;">6"</td> </tr> </table> <p>Artillery</p> <table border="0"> <tr> <td></td> <td style="text-align: center;">short</td> <td style="text-align: center;">medium</td> <td style="text-align: center;">long</td> </tr> <tr> <td>Light</td> <td style="text-align: center;">15"</td> <td style="text-align: center;">12"</td> <td style="text-align: center;">24"</td> </tr> <tr> <td>Med</td> <td style="text-align: center;">18"</td> <td style="text-align: center;">27"</td> <td style="text-align: center;">36"</td> </tr> <tr> <td>Heavy</td> <td style="text-align: center;">18"</td> <td style="text-align: center;">27"</td> <td style="text-align: center;">36"</td> </tr> </table>	Arquebus	6"	Muskets	9"	Bow	24"	Crossbow	18"	Mounted bow	18"	Slings	18"	Javelins	12"	Mounted jav	6"		short	medium	long	Light	15"	12"	24"	Med	18"	27"	36"	Heavy	18"	27"	36"	<p>Firing Modifiers</p> <table border="0"> <tr> <td style="vertical-align: top;"> <p>Firer</p> <ul style="list-style-type: none"> -1 Disordered -1 Moved -1 Charged by Cavalry -1 Mixed unit -1 Long range artillery +1 Short range (1/2 range) +1 Target >1 stand deep +1 Target limbered Artillery </td> <td style="vertical-align: top;"> <p>Defender</p> <ul style="list-style-type: none"> +1 in light cover +2 in heavy cover +1 Skirmish +1 Deployed art -1 Disordered </td> </tr> </table> <p>Small arms fires at nearest enemy. Firer disorders enemy on 6. Receiving unit throws 1 dice for all incoming fire. Elephants can fire overhead if troops < ½ range</p>	<p>Firer</p> <ul style="list-style-type: none"> -1 Disordered -1 Moved -1 Charged by Cavalry -1 Mixed unit -1 Long range artillery +1 Short range (1/2 range) +1 Target >1 stand deep +1 Target limbered Artillery 	<p>Defender</p> <ul style="list-style-type: none"> +1 in light cover +2 in heavy cover +1 Skirmish +1 Deployed art -1 Disordered
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Burmese

Brigade	No	Armed	Hand to Hand		Able to Shoot	Morale
			front	other		
1st Elephant	4	Bows	5	2	y	2
2nd Elephant	4	spear	5	2	N	2
1st Foot	4	bow	4	1	Y	2
2nd Foot	4	spear	6	1	N	2
3rd Foot	3	spear/bow	5	1	Y	2
1st Light heavy foot	1	Sword / sheild	4	2	N	2
2nd Light heavy foot	2	Musket	4	1	Y	2
Skirmish	7	Javalin	3	2	Y	3
Skirmish	4	Bow	2	1	Y	3
1st Heavy Cavalry	2	Various	4	0	Y [Jav]	2
2nd Heavy Cavalry	1	Various	4	0	Y [Jav]	3
Artillery	1	Medium	2	0	Y	2
Elephant Artillery	2	Light	3	0	Y	2

Qing

Brigade	No	Armed	Hand to Hand		Able to Shoot	Morale
			front	other		
1st Heavy Cavalry	2	Lance Bow	5	0	Y	2
2nd Heavy Cavalry	2	Lance Bow	6	0	Y	2
Light Cavalry	6	Bow	1	0	Y	3
1st Foot	8	Spear	5	1	N	2
2nd Foot	5	Arquebus	4	1	Y	2
3rd Foot	2	Spear	6	1	N	1
4th Foot	2	Arquebus	5	1	Y	1
Skirmish	3	Bow	2	1	Y	3
Skirmish	4	Musket	2	1	Y	3
1st Light Heavy Foot	1	Sword	4	2	N	2
Artillery	1	Medium	2	0	Y	2
Artillery	1	Light	2	0	Y	2
Artillery	1	Heavy	2	0	Y	2