



REALM OF CHANCE THE AGE OF GLOIRE



Introduction

These rules offer a simplified version of combat during the latter part of the 17th Century to the early part of the 18th Century; the wars of Louis XIV and his quest for *Gloire*. It's based on using standard war games fare; a battlefield with metal soldiers representing a certain number of men. These can occupy a certain space and move a certain distance, in conformance to the units used in combat during this period.

Dice are used to add the necessary element of chance in conflict between opposing units at infantry battalion or cavalry regiment level in conjunction with a matrix, which reconciles the strength of an attacking unit to that of a defending unit. This gives the odds of a combat being successfully executed through the use of a Combat Results Table, hence winning an individual action on the battlefield. The sum of these small encounters mounts up towards an overall victory. Thus, battles of the time can be simulated, with odds on victory weighted towards those with more or better troops and their skillful deployment.

Battlefield scale, time and space

Board Scale	= Battlefield Scale
1 Move (both sides)	= 5 mins
1 Figure	= 50-70 men, using 15mm Figurines
1 Cannon	= 1 Battery

Using 15mm figurines, an infantry sub unit occupies a front of 20mm by 15 mm, covered by 2 figurines. At this scale, a typical battalion uses 10 figures, mounted on 5 card blocks, each 20mm by 15 mm. This represents a battalion at about 500 - 700 men with a 200 m frontage, with 3- 5 rows depth.

A cavalry squadron occupies a front of 30mm by 40 mm, covered by 2 figures. At this scale, a typical regiment, comprises of 3 squadrons, mounted on 3 card blocks, each 30mm by 40 mm. So this represents about 300 - 420 men with a 240 m frontage.

An artillery battery occupies a front of 20mm, represented by a single cannon, with an attendant horse figurine, which is placed showing any direction of travel if the piece is being moved.

Generals occupy a front of 30mm by 40 mm, covered by 2 figures. They do not have any combat potential themselves, but modify the behaviour of surrounding troops.

Unit effectiveness and the state of unit cohesion

The game works at the level of operational units, such as infantry battalions, cavalry regiments or artillery batteries. Key to a unit's effectiveness is their essential combat qualities, defined in the National Army Table and the concept of being organised (in good order, under discipline) or disorganised (in poor order and discipline). Clearly well organised troops of high quality stand a better chance of defeating poorly organised and low quality troops. Tables 1 & 2 show the National Army Tables for the Armies of Louis XIV and the opposing Grand Alliance respectively (note during some wars France fought alone against all the states of Europe. The tables reflect the alliances during the war of the Spanish succession). These describe the fighting qualities of each type of unit in each army under normal (organised) or disrupted (disorganised) states.

Game Sequence

The game has a set sequence between first and second players, which represents 5 minutes of real time. Decide who will always be the first player in the sequence, and then follow as below. Examples of play are described later, which brings to life the sequence and the actions described. The overview of the game sequence is:-

Simplified Game Sequence

First Player Turn

- 1) Rout and Disruption Removal Phase
- 2) Artillery Fire Phase
- 3) Movement and Orders Phase
- 4) Combat Phase
- 5) Crisis of Morale Test

Second Player Turn

Repeat (1) to (5)

End of this turn, beginning of next turn

Each phase is now described in more detail.

First Player Turn

1) Routing & Disruption Removal Phase

Routing units need a 6 to be thrown on a die to stop routing, becoming disrupted for the turn, until becoming rallied as described below. If they fail to rally, they continue to rout at charge speed in the most obvious direction for their safety. If they should pass through friendly units during their rout, they disorganise these units.

Disrupted units may be rallied by throwing a die and comparing the result to the National Army Table (Tables 1 & 2) for the unit's morale. If the die matches or exceeds the value in the table, the unit becomes instantly organised again, otherwise the unit remains disorganised for the turn.

Leaders present with a unit can modify the combat or morale, providing they survive the combat. If in combat, first roll two dice. If the score is 4 or greater, the leader can add or subtract 1 to the die roll, whatever is beneficial to the units result.

If the score was 2,3 then the leader is either killed, wounded or incapacitated for that move. To determine which, roll another dice and consult Table 6.

Disrupted units behave in terms of movement as normal units. Their combat potential is reduced, according to the National Army Table.

2) Artillery Fire Phase

The phasing player fires their artillery in the normal state, as those in the disrupted state may not fire that turn. Each artillery unit fires once per turn, on one unit at a time, such as an infantry battalion, cavalry regiment or artillery battery. The effectiveness of artillery changes with range. To see if the target is affected, measure the distance between the artillery unit and the target. Roll a die and consult the artillery table (Table 3) to see what damage they inflict. Examples of this are given later under the combat phase.

Artillery can only fire on visible units by direct line of sight (i.e. they can't fire on units hidden behind hill, or hidden behind other units etc). take account of the reduction of visibility that occurs with dusk if the battle is being fought one hour or less before nightfall. Table 8 gives the visibility as a function of time before dusk.

Artillery batteries are captured if enemy units pass through cannons, becoming their active units. It takes one full move for a captured battery to become active again. The capturing unit must remove one base unit from play, as these now become the new artillerymen manning the artillery battery.

Cannons which fire may not limber up this turn. To limber or unlimber a battery takes a full move, with the artillery unit capable of moving or firing in the next move respectively.

3) Movement and Orders Phase

The phasing player may move any or all units may be moved, up to their maximum allowance, with each unit. Consult the National Army Tables (Tables 1 & 2) for details.

Units in good order may move through each other, but disrupt each other during the process. Routed units continue to move directly to the rear of their army at charge speed. They will pass through any units they encounter, disrupting them

as they go. If they rout off the board, they are permanently removed from the battle.

Units may change formation (e.g. line to column or vice versa etc). Details are given in Table 4. Changing formation takes time and reduces the ability to move, but not the ability to fight.

Terrain affects movement. Difficult Terrain (e.g. hills / woods / crossing streams etc) reduce speed. Roads enhance speed. Charging adds speed. See the National Army Tables for details.

Units can only charge once per three turns (i.e. once per $\frac{1}{4}$ hr in real time).

Units may retreat at half speed by facing the enemy (and still engage in combat) or retreat at full speed with their backs turned to the enemy, but cannot engage in combat. The enemy can engage them in combat however, and treat the troops as disrupted.

Infantry under cavalry attack would form a defensive square, bearing in mind the constraints given in Table 4. Consequently they cannot move but may fire whilst in this formation. They can subsequently be attacked by cavalry, as described below.

Orders may be issued by *Generals* using staff officers (singly mounted cavalrymen) which move up to 200mm per turn in any direction. When they reach a 'local command', they may issue the *Generals* order. Roll a dice to see if the order was understood (1 = not understood, 2-6 understood). Once all units have received their orders, the staff officer must ride back to the *General* who issued the orders to report for further orders. These messenger figures are added and removed from the board as required, and they have no combat effectiveness. They may be captured if an enemy unit passes through them, and the order should then be passed back to the nearest opposing army *General*.

4) Combat Phase

The phasing player attacks according to the rules of combat, and is described as the attacking player, with their opponent the defending player for this phase of the game turn.

Combat is mandatory between visible units in range.

Infantry must be within 0-50m to attack (0 - 100m).

Cavalry must be in physical contact with their opponent to attack.

To initiate a combat first identify each unit's combat potential by counting the total number of figures in the unit and multiplying this by the attack/defence strength points under normal (ordered) or disrupted (disordered) state by consulting the appropriate National Army Tables.

Example: - a full strength French line battalion has 10 figures. In the normal state, each figure contributes 2 attack/defence strength points, in the disrupted state; each figure contributes 1 attack/defence strength point. Thus in the normal state, a French battalion has an attack/defence strength of 20, in the disrupted state this reduces to 10.

Now compare the attacker's strength to the defender's strength by using the Odds table (Table 5).

Example: - In the normal state, an attacking full strength French line battalion has an attack/defence strength of 20. In the normal state, a defending full strength Prussian line battalion has attack/defence strength of 20. The combat odds between these two battalions are 20:20 or 1:1. If the full strength Prussian line battalion was in a disordered state, the attack/defence strength reduces to 10, and the attacker's odds are now 20:10 i.e. 2:1. These form the basic odds which can be modified by the following.

Infantry in square use disrupted factor to account for reduced firepower, regardless of organised state.

If an attacker uses combined forces of two types on one unit, e.g. Infantry & Cavalry, increase the odds by 1 column e.g. 1:1 becomes 2:1.

If an attacker uses all three combined forces on one unit, e.g. Infantry, Cavalry & Artillery, increase the odds by 2 columns e.g. 1:1 becomes 3:1.

If an attacker strikes from either flank, increase the odds by 1 column e.g. 1:1 becomes 2:1.

If an attacker strikes from the rear, increase the odds by 2 columns e.g. 1:1 becomes 3:1.

The phasing player with advantageous terrain either adds 1 to die (attacking) or subtracts 1 to die (defending).

Cavalry charging add 1 to dice throw.

Infantry attacking square add 1 to dice roll, to account for extra ranks being hit in the square.

Troops with difficult terrain (e.g hedges) or obstacles (e.g redans) add 1 to dice throw (if defending behind such objects) or subtract 1 to dice roll (if attacking troops behind such objects).

Leaders present with a unit can modify the combat or morale, providing they survive the combat. If in combat, first roll two dice. If the score is 4 or greater, the leader can add or subtract 1 to the die roll, whatever is beneficial to the units result.

If the score was 2,3 then the leader is either killed, wounded or incapacitated for that move. To determine which, roll another dice.

1 = Leader is killed and removed from the game. The unit seeking support becomes instantly disrupted and in combat 1 is deducted from the dice roll.

2,3 = Leader is wounded and removed from the game. The unit seeking support becomes instantly disrupted.

4-6 = Leader has horse shot from beneath him. The unit seeking support cannot get an advantage from the leaders presence whilst he gets a new horse, and he cannot move for the remainder of that turn.

Now roll a die and look up the result of combat in the Combat Results Table (Table 6) at the odds level decided above, and apply the effect of combat immediately to the combat troops affected. These are:-

Ar = Attacker routed. Remove one base unit from the combat group. The remainder will rout from board at charge speed until a 6 is thrown to rally them to the disrupted state.

Ad = Attacker disrupted. Previously undisrupted combat units become disrupted. Attackers already disrupted remove one base unit from the game. The remainder will rout from board at charge speed until a 6 is thrown to rally them to the disrupted state.

Dx = Disruption exchange. Previously undisrupted combat units are disrupted. Attackers already disrupted remove one base unit from the game. The remainder hold their ground for this move. Defenders already disrupted remove one base

unit from the game. The remainder will rout from board at charge speed until a 6 is thrown to rally them to the disrupted state.

Dd = Defender disrupted. Previously undisrupted combat units become disrupted. Defenders already disrupted remove one base unit from the game. The remainder will rout from board at charge speed until a 6 is thrown to rally them to the disrupted state.

Dr = Defender routed. Remove one base unit from the combat group. The remainder will rout from board at charge speed until a 6 is thrown to rally them to the disrupted state.

This forms the basic pattern for combat, with the exception of cavalry attacking squares, described below. An example of how combat might progress between units across multiple turns is shown on pages 17 - 18.

Infantry under threat of cavalry attack would automatically attempt to form into a square. For cavalry attacking squares, follow Table 7 to see what happens. For this the initial state of the infantry (i.e. normal or disrupted) is key to the effectiveness of the square as a defensive measure. Should cavalry attacking a square suffer disruption after already being disrupted, remove one base unit from the game. The remainder will rout from board at charge speed until a 6 is thrown to rally them to the disrupted state. Should the infantry square be broken by the cavalry, then treat as though they were routed, i.e. remove one base unit from the game. The remainder will rout from board at charge speed until a 6 is thrown to rally them to the disrupted state. Note routing infantry troops cannot reform into a square, and would be at the mercy of any pursuing cavalry, who remove a base unit from play for every move the cavalry come into contact with the routing unit.

Control tests are needed for troops in close combat that rout their opponent. Troops come under control by throwing a die and comparing the result to the National Army Table (Tables 1 & 2) for the unit's morale. If the die matches or exceeds the value in the table, the unit responds to command and may do as the player wishes; otherwise the unit will automatically pursue the fleeing troops, until rallied.

5) Crisis of morale test

At the end of each move a test must be performed to see if the whole army suffers a collapse of morale. For every figure removed from the battle as a casualty, mark off one square on the Victory Table (Table 9). If the %level of casualties suffered exceeds for the first time the levels below, a dice must be rolled and the following table indicates whether a crisis has happened.

	Dice Roll for morale crisis to happen
Between 15 and 20%	1
Between 20 and 25%	1,2
Between 25 and 30%	1,2,3
Between 30 and 35%	1,2,3,4
Between 35 and 40%	1,2,3,4,5
Greater than 40%	Immediate

If the roll exceeds the level indicated for the level of casualties suffered, then the army fights on until the next level is reached, when an assessment is made again. If the dice roll indicates a crisis has occurred, all undisrupted units become disrupted, and all disrupted units rout, but without removing any troops from the unit. In subsequent moves, all affected units can be rallied in the normal way. Note for a %casualty level above 40%, then an immediate crisis is reached and the army automatically undergoes the process above.

Should reinforcements arrive each move onto the battlefield during stage (3), then the % casualties should reflect the new combined level of troops. In this way, continuous reinforcements 'lift' morale, or in this game, reduce the likelihood of suffering a collapse of morale.

This ends the phasing player turn, and the **second player turn** now begins by repeating stages (1) to (5), with the difference that they are now the attacking player, with the first player the defender for this phase. Once stages (1) to (5) have been completed, this ends the turn, marking 5 minutes duration in battle time. The sequence can now begin again until a winner emerges.

Judging the winner.

Possession of the battlefield normally defined the victor in 17th & 18th century warfare, even if more % casualties were lost in winning the battle. The game is constructed in such a way that this will occur eventually. Should the battle have to end before this point is reached (i.e. by dusk falling etc), the army with the least % of casualties is deemed the winner, unless the margin of difference is less than 5% between the two armies. If so, a draw has occurred.

Table 1:- National Army Tables for the Armies of Louis XIV

	Movement in column add charge speed							
French	Attack/Defend		Rally	Movement (mm)				
Infantry	Normal	Disrupted	Undisrupt	Normal	Difficult	Roads	Charge	
Maison du Roi	3	2	4-6	60	-10	10	10	
Line Infantry	2	1	5,6	50	-10	10	10	
Dragoons - Dismounted	2	1	5,6	50	-10	10	10	
Cavalry	Normal	Disrupted	Undisrupt	Normal	Difficult	Roads	Charge	
Shock Cavalry - Sword	5	3	4-6	120	-20	20	20	
Regular Cavalry - Carbines	4	2	5,6	120	-20	20	20	
Dragoons - Mounted	3	2	5,6	120	-20	20	20	
Artillery	Normal	Disrupted	Undisrupt	Normal	Difficult	Roads	Charge	
Field	1	1	5,6	50	-20	10	10	
Bavarians	Attack/Defend		Rally	Movement (mm)				
Infantry	Normal	Disrupted	Undisrupt	Normal	Difficult	Roads	Charge	
Guard	3	2	4-6	60	-10	10	10	
Line Infantry	2	1	5,6	50	-10	10	10	
Dragoons - Dismounted	2	1	5,6	50	-10	10	10	
Cavalry	Normal	Disrupted	Undisrupt	Normal	Difficult	Roads	Charge	
Shock Cavalry - Sword	5	3	5,6	120	-20	20	20	
Regular Cavalry - Carbines	4	2	5,6	120	-20	20	20	
Dragoons - Mounted	3	2	5,6	120	-20	20	20	
Artillery	Normal	Disrupted	Undisrupt	Normal	Difficult	Roads	Charge	
Field	1	1	5,6	50	-20	10	10	
Spain	Attack/Defend		Rally	Movement (mm)				
Infantry	Normal	Disrupted	Undisrupt	Normal	Difficult	Roads	Charge	
Guard	3	2	4-6	60	-10	10	10	
Line Infantry	2	1	5,6	50	-10	10	10	
Dragoons - Dismounted	2	1	5,6	50	-10	10	10	
Cavalry	Normal	Disrupted	Undisrupt	Normal	Difficult	Roads	Charge	
Regular Cavalry - Carbines	4	2	5,6	120	-20	20	20	
Dragoons - Mounted	3	2	5,6	120	-20	20	20	
Artillery	Normal	Disrupted	Undisrupt	Normal	Difficult	Roads	Charge	
Field	1	1	5,6	50	-20	10	10	

Table 2:- National Army Tables for Armies of the Coalition

Britain	Attack/Defend		Rally	Movement (mm)			
Infantry	Normal	Disrupted	Undisrupt	Normal	Difficult	Roads	Charge
Guard	4	3	4-6	60	-10	10	10
Line Infantry	3	2	5,6	50	-10	10	10
Dragoons - Dismounted	2	1	5,6	50	-10	10	10
Cavalry	Normal	Disrupted	Undisrupt	Normal	Difficult	Roads	Charge
Shock Cavalry - Sword	5	3	5,6	120	-20	20	20
Dragoons - Mounted	4	2	5,6	120	-20	20	20
Artillery	Normal	Disrupted	Undisrupt	Normal	Difficult	Roads	Charge
Field	1	1	5,6	50	-20	10	10
Dutch	Attack/Defend		Rally	Movement (mm)			
Infantry	Normal	Disrupted	Undisrupt	Normal	Difficult	Roads	Charge
Guard	4	3	4-6	60	-10	10	10
Line Infantry	3	2	5,6	50	-10	10	10
Dragoons - Dismounted	2	1	5,6	50	-10	10	10
Cavalry	Normal	Disrupted	Undisrupt	Normal	Difficult	Roads	Charge
Shock Cavalry - Sword	5	3	5,6	120	-20	20	20
Dragoons - Mounted	4	2	5,6	120	-20	20	20
Artillery	Normal	Disrupted	Undisrupt	Normal	Difficult	Roads	Charge
Field	1	1	5,6	50	-20	10	10
Hannover / Palatinate	Attack/Defend		Rally	Movement (mm)			
Infantry	Normal	Disrupted	Undisrupt	Normal	Difficult	Roads	Charge
Guard	3	2	4-6	60	-10	10	10
Line Infantry	2	1	5,6	50	-10	10	10
Dragoons - Dismounted	2	1	5,6	50	-10	10	10
Cavalry	Normal	Disrupted	Undisrupt	Normal	Difficult	Roads	Charge
Regular Cavalry	4	2	5,6	120	-20	20	20
Dragoons - Mounted	3	2	5,6	120	-20	20	20
Artillery	Normal	Disrupted	Undisrupt	Normal	Difficult	Roads	Charge
Field	1	1	5,6	50	-20	10	10
Austria / Prussia	Attack/Defend		Rally	Movement (mm)			
Infantry	Normal	Disrupted	Undisrupt	Normal	Difficult	Roads	Charge
Guard	3	2	4-6	60	-10	10	10
Line Infantry	2	1	5,6	50	-10	10	10
Dragoons - Dismounted	2	1	5,6	50	-10	10	10
Cavalry	Normal	Disrupted	Undisrupt	Normal	Difficult	Roads	Charge
Shock Cavalry - Sword	5	3	5,6	120	-20	20	20
Regular Cavalry	4	2	5,6	120	-20	20	20
Dragoons - Mounted	3	2	5,6	120	-20	20	20
Artillery	Normal	Disrupted	Undisrupt	Normal	Difficult	Roads	Charge
Field	1	1	5,6	50	-20	10	10

Table 3:- Artillery Results Table

Field Artillery Fire Table					
Range in mm					
Die Roll	0-60	60-120	120-180	180-500	Die Roll
1	-	-	-	-	1
2	-	-	-	-	2
3	Dd	-	-	-	3
4	Dd	Dd	-	-	4
5	Dr	Dd	Dd	-	5
6	Dr	Dr	Dd	Dd	6
Note					
Unit in column or square add 1 to die throw					

Table 4:- Change of Formation Table

	Infantry	Cavalry
Line to Column	1	½
Column to Line	1	½
Wheel about 45°	¾	½
Wheel about 90°	1½	½
Wheel about 180°	½	1
Line to Square	½	-
Square to Line	½	-
Column to Square	¼	-
Square to Column	¼	-
French deduct 1/4 move from each manoeuvre		

Table 5:- Odds Table

	Attacking Strength																					
	35	32	28	25	24	21	20	18	16	15	14	12	10	9	8	7	6	5	4	3	2	1
Defending Strength	35	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:2	1:2	1:2	1:2	1:3	1:3	1:4	1:5	1:5	1:7	1:7	1:7	1:7	1:7
	32	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:2	1:2	1:2	1:2	1:3	1:3	1:4	1:4	1:5	1:6	1:6	1:7	1:7	1:7
	28	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:2	1:2	1:2	1:3	1:3	1:4	1:4	1:5	1:5	1:7	1:7	1:7
	25	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:2	1:2	1:2	1:3	1:3	1:4	1:5	1:6	1:6	1:7	1:7
	24	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:2	1:2	1:2	1:3	1:3	1:4	1:4	1:6	1:6	1:7	1:7
	21	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:2	1:2	1:2	1:3	1:3	1:4	1:5	1:5	1:7	1:7
	20	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:2	1:2	1:2	1:2	1:3	1:4	1:5	1:6	1:6	1:7
	18	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:2	1:2	1:2	1:3	1:3	1:4	1:6	1:6	1:7
	16	2:1	2:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:2	1:2	1:3	1:4	1:5	1:5	1:7	1:7
	15	2:1	2:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:2	1:2	1:3	1:3	1:5	1:5	1:7
	14	2:1	2:1	2:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:2	1:2	1:2	1:3	1:4	1:4	1:7
	12	2:1	2:1	2:1	2:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:2	1:2	1:3	1:4	1:6	1:7
	10	3:1	3:1	2:1	2:1	2:1	2:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:2	1:2	1:3	1:5	1:7
	9	3:1	3:1	3:1	2:1	2:1	2:1	2:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:2	1:3	1:4	1:7
	8	4:1	4:1	3:1	3:1	2:1	2:1	2:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:2	1:3	1:4	1:7
	7	5:1	4:1	4:1	3:1	3:1	2:1	2:1	2:1	2:1	2:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:2	1:3	1:7
	6	5:1	4:1	4:1	4:1	3:1	3:1	3:1	2:1	2:1	2:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:2	1:3	1:6
	5	7:1	6:1	5:1	5:1	4:1	4:1	4:1	3:1	3:1	3:1	2:1	2:1	2:1	1:1	1:1	1:1	1:1	1:1	1:1	1:2	1:5
	4	7:1	7:1	7:1	6:1	6:1	5:1	5:1	4:1	4:1	3:1	3:1	2:1	2:1	1:1	1:1	1:1	1:1	1:1	1:1	1:2	1:4
	3	7:1	7:1	7:1	7:1	7:1	6:1	6:1	5:1	5:1	4:1	4:1	3:1	3:1	2:1	2:1	2:1	1:1	1:1	1:1	1:1	1:3
	2	7:1	7:1	7:1	7:1	7:1	7:1	7:1	7:1	7:1	7:1	6:1	5:1	4:1	4:1	3:1	3:1	2:1	2:1	1:1	1:1	1:2
	1	7:1	7:1	7:1	7:1	7:1	7:1	7:1	7:1	7:1	7:1	7:1	7:1	7:1	7:1	7:1	6:1	5:1	4:1	3:1	2:1	1:1

Table 6:- Combat Results Table

Combat Results Table		Probability Ratio (Odds)						Die Roll			
Die Roll	1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	Die Roll
1	Ar	Ar	Ar	Ad	Ad	Dx	-	-	Dx	Dd	1
2	Ar	Ar	Ad	Ad	Dx	-	-	Dx	Dd	Dd	2
3	Ar	Ad	Ad	Dx	-	-	Dx	Dd	Dd	Dd	3
4	Ar	Ad	Ad	-	-	Dx	Dd	Dd	Dd	Dr	4
5	Ad	Ad	-	-	Dx	Dd	Dd	Dd	Dr	Dr	5
6	Ad	-	-	Dx	Dd	Dd	Dd	Dr	Dr	Dr	6
<p>Note If attacker uses combined forces of two types on one unit, eg Infantry & Cavalry, increase the odds by 1 column If attacker uses all three combined forces on one unit, eg Infantry, Cavalry & Artillery, increase the odds by 2 columns Units charging add 1 to dice throw. Player with advantageous terrain either adds 1 to die (attacking) or subtracts 1 to die (defending) If attacker strikes from flank, increase the odds by 1 column If attacker strikes from rear, increase the odds by 2 columns Units in square use disrupted factor to account for reduced firepower, regardless of organised state. Units attacking square add 1 to dice roll</p>											
<p>Explanation of combat results</p>											
Ar	Attacker routed										
Ad	Previously undisrupted combat units are disrupted Attackers already disrupted remove one base unit from the game. Remainder will rout from board at charge speed until a 6 is thrown.										
Dx	Previously undisrupted combat units are disrupted Attackers already disrupted remove one base unit from the game. Remainder hold their ground for this move. Defenders already disrupted remove one base unit from the game. Remainder will rout from board at charge speed until a 6 is thrown. Combat units must use disrupted value, until rallied										
Dd	Previously undisrupted combat units are disrupted Defenders already disrupted remove one base unit from the game. Remainder will rout from board at charge speed until a 6 is thrown.										
Dr	Remove one base unit from the game. Remainder will rout from board at charge speed until a 6 is thrown.										
<p>Leaders add to die roll</p>											
Roll two dice. If the score is 2,3 then leader is a casualty. If so, then throw another single dice											
1 Leader is killed. Unit seeking support becomes disrupted.											
2,3 Leader is injured. Unit seeking support becomes disrupted, leader is removed from further play.											
4-6 Leader has horse shot from beneath him. He cannot improve the chances for the unit seeking support this round, but he continues in the game.											
If the leader does not become a casualty (i.e if the two dice roll is 4 or greater) then add or subtract the following dice roll to the unit seeking support.											
Attack	Defend	Rally									
1	-1	1									

Table 7:- Square Attack Table








Cavalry attacking squares			
Square initially is in normal, organised state			
2 dice roll			
2 - 6	Cavalry disrupted, square unbroken, infantry still normal state		
7 - 10	Square unbroken, cavalry and infantry still in initial state		
11 - 12	Square broken, cavalry in initial state.		
	Infantry remove one base unit from the game.		
	Remainder will rout from board at charge speed until a 6 is thrown.		
Square initially is in disrupted state			
2 dice roll			
2 - 4	Cavalry disrupted, square unbroken, infantry still disrupted		
5 - 7	Square unbroken, cavalry and infantry still in initial state		
8 - 12	Square broken, cavalry in initial state.		
	Infantry remove one base unit from the game.		
	Remainder will rout from board at charge speed until a 6 is thrown.		

Table 8:- Dusk and reduction in visibility









Time	Visibility m	Visibility mm
+60 mins before dusk	1200	600
+55 mins before dusk	1100	550
+50 mins before dusk	1000	500
+45 mins before dusk	900	450
+40 mins before dusk	800	400
+35 mins before dusk	700	350
+30 mins before dusk	600	300
+25 mins before dusk	500	250
+20 mins before dusk	400	200
+15 mins before dusk	300	150
+10 mins before dusk	200	100
+5 mins before dusk	100	50
+0 mins before dusk	0	0

Examples of Combat

Example 1:- Attack by Prussian battalion on French battalion. 5 base units per battalion, gives an initial 10 figurines per battalion (~500- 700 men) per side. Consult the army tables (Tables 1 & 2) for combat strength, the odds table (Table 4) for reconciling these to overall combat odds, and the combat results matrix (Table 6) for the outcome of each exchange of fire.

Combat Round 1 (Coalition move, initiates fire fight)					Effectiveness after rally stage	Strength	Odds	Combat Die roll	Consequence of combat
French		Defender	Normal	5x2 = 10					
						20:20 = 1:1	1	Attacker disrupted	
Prussians		Attacker	Normal	5x2 = 10					
Combat Round 1 (French move)									
French		Attacker	Normal	5x2 = 10					
						20:10 = 2:1	5	Disruption exchange French become disrupted	
Prussians		Defender	Disrupted	5x1 = 5				Prussians remove one base from game and unit routs	
Combat Round 2 (Coalition move)									
French		Defender	Disrupted	5x1 = 5					
Prussians		Attacker	Routing fails to rally, after rolling 4 so continues to rout out of combat effective range	4x1 = 4					
Combat Round 2 (French move)									
French		Attacker	Normal Rallies after throwing 5	5x1 = 5					
Result - French beat off attack from Prussians, hold their ground in good order									

Example 2:- Attack by British battalion on French battalion. 5 base units per battalion, gives an initial 10 figurines per battalion (~500- 700 men) per side. Consult the army tables (Tables 1 & 2) for combat strength, the odds table (Table 4) for reconciling these to overall combat odds, and the combat results matrix (Table 6) for the outcome of each exchange of fire.

Combat Round 1 (Coalition move, initiates fire fight)					Combat			
				Effectiveness after rally stage	Strength	Odds	Die roll	Consequence of combat
French		Defender		Normal	5x2 = 10			
						15:10 = 1:1	5	Disruption exchange French & British become disrupted
British Highlander		Attacker		Normal	5x3 = 15			
Combat Round 1 (French move)								
French		Attacker		Disrupted fails to rally, after rolling 1	5x1 = 5			
						5:10 = 1:2	4	No change from previous state
British Highlander		Defender		Disrupted	5x2 = 10			
Combat Round 2 (Coalition move)								
French		Defender		Disrupted	5x1 = 5			
						15:5 = 3:1	4	French disrupted French remove one base from game and unit routs
British Highlander		Attacker		Normal Rallies after throwing 5	5x3 = 15			
Combat Round 2 (French move)								
French		Attacker		Routing fails to rally, after rolling 2 so continues to rout out of combat effective range	4x1 = 4			
British Highlander		Defender		Normal	5x3 = 15			
Result - British Press home their attack, routing French. Superiority in platoon firing for British gives better combat strength at all stages								