

INITIATIVE & ACTION

BIG MEN and INITIATIVE (see page 6, paragraph 2.2)

Status	Initiative level	Influence range
IV	4	18"
III	3	14"
III	2	10"
I	1	6"

INITIATIVE (see page 6)

Big Men get one initiative per level +1 for each 'Grasp the Nettle' card. When their card comes up, they may do any of the following for one initiative each:	
Activate self	<i>He, or the Group he is with, may activate and take their turn.</i>
Activate nearby group	<i>He may activate a nearby Group under his command and within command range.</i>
Activate musician	<i>Activate an attached musician to issue a command.</i>
Make a formation	<i>Form two adjoining Groups or Formations together into a larger Formation.</i>
Remove shock	<i>Remove one point of shock from a Group he is with.</i>
Charge	<i>He may lead a charge.</i>
Encourage	<i>Encourage a Group within his influence range to engage in fisticuffs.</i>
Add fervour	<i>He may add fervour to a charge.</i>
Action	<i>He may attempt to perform a task or act of derring-do.</i>
Merge groups	<i>Combine any two Groups of 6 men or less into a larger group.</i>
Chosen man	<i>Call forth a specialist to perform a task.</i>
Make ready!	<i>Order a Group or Formation to 'make ready' and prepare to fire later in the turn (only available to Big Men of Status 2 or higher, and costs all initiative for the turn).</i>

ACTION DICE (see page 9)

When activated, each Group, Formation, or Big Man has 2 action dice. May use 2 action dice to perform the same action (eg spotting or attempting a task), which gives them a +1.	
ACTION	COST
Move 1D6 inches	1 action dice
Cross a low obstacle	1 action dice
Cross a high obstacle	2 action dice
Enter an unbarred building	1 action dice
Dismounting	1 action dice
Fire	1 action dice
Reload rifle	2 action dice
Tap-load rifle	1 action dice
Reload musket	1 action dice
Spot	1 action dice
Open ranks	1 action dice
Attempt a task	1 action dice
Reload artillery piece (+1 action dice for every two gunners lost)	2 action dice
Blinds	3 action dice



MOVEMENT & FORMATIONS

MOVEMENT (see page 15)

Formation	Adjustments and limitations
Infantry column	+1 pip per dice
Infantry line	As per dice roll
Infantry skirmish	+1 pip per dice. May also retire at speed with one extra dice
Cavalry walk	As per dice roll
Cavalry trot	+3 pips per dice
Cavalry gallop	+ 1D6 then add +3 pips per dice
Foot artillery	Move at cavalry walk speed. May trot for one turn in three if in danger
Horse artillery	May move at cavalry walk or trot speed
Blinds	Operate with 3 Action Dice
Changing facing and formation	Groups: no cost Formations: each man turn left or right 90° = -1" Formations: each man turn to rear 180° = -2" Formations changing formation: speed of the slowest moving man.

FORMATIONS (see pages 10 & 11)

Formations will dice once for movement, all moving at same rate of slowest group adjusted for shock points.
<p>Line: At least two Groups. Two or three ranks deep. Gets +1 pip to each dice when firing. Can only fire straight ahead, sharing hits equally on multiple targets if necessary. All figures in contacted Groups may fight. Overlapping troops may break ranks and join fight on Big Man initiative.</p>
<p>Column: At least two Groups. Minimum 12 figures altogether. May fire out of front or sides with same limitations as line. Spreads any Shock points incurred equally over all Groups in the Formation. Kills come off rear. First 4 ranks fight in melee in first round. Rear ranks join fight after first round.</p>
<p>Square: At least two Groups. Minimum 12 figures altogether. Considered 'defended' if outer two ranks are not firing, but are presenting bayonets. Considered 'undefended' if front ranks have fired this turn. Considered a dense target.</p>
<p>Skirmish: Never more than one Group. Only light infantry. Can fire at any target in 180° arc.</p>
<p>Unformed: If not in a Formation, a Group is considered unformed. Single Groups, except if light infantry in skirmish formation, are generally unformed. Can fire at any target in 180° arc.</p>



MUSICIANS

USING INSTRUMENTS TO GIVE COMMANDS (see page 7)

A Big Man may command as many Groups as his initiative rating (eg Jolly Good Chap has three Initiatives and may command up to three Groups [one initiative for each Group]).

To command more Groups than their initiative level, Big Men may use one action to get a musician to play a command, as per chart below.

TOOT TOOT, PARP PARP! (see pages 12 & 13)

Whistle: range 18"		Infantry drum: range 18"	
Halt	<i>Remain stationary</i>	Advance	<i>Advance forward to the front only</i>
Advance	<i>Advance forward to the front only</i>	Retire	<i>Fall back directly to the rear</i>
Rally	<i>Form up around the whistle blower</i>	Halt	<i>Stand on the current position</i>
Retire	<i>Fall back directly to the rear</i>	Form line	<i>Form line on current position</i>
Fire	<i>Fire at will</i>	Form column	<i>Form column on current position</i>
Cease fire	<i>Stop firing</i>	Fire	<i>Fire on command</i>
Light infantry bugle: range 24"		Cavalry trumpet: range 24"	
Halt	<i>Remain stationary</i>	Advance forward	<i>Advance straight ahead</i>
Extend	<i>Form a skirmish line</i>	Advance right	<i>Advance to the right</i>
Close	<i>Form a tighter Line</i>	Advance left	<i>Advance to the left</i>
Advance	<i>Advance forward to the front only</i>	Charge	<i>CHARGE!</i>
Retire	<i>Fall back directly to the rear</i>	Walk	<i>Move at walk speed (1D6)</i>
Fire	<i>Fire at will</i>	Trot	<i>Move at trot speed (+3"/dice)</i>
Cease fire	<i>Stop firing</i>	Gallop	<i>Move at gallop (+1D6 +3"/dice)</i>
Assemble	<i>Form up around bugler</i>	Halt	<i>Halt</i>
		Mount	<i>Get on your horse</i>
		Dismount	<i>Get off your horse</i>
		Fire	<i>Use carbines</i>
		Recall	<i>Fall back two turns movement at trot or gallop and form upon trumpeter.</i>



SPOTTING

SPOTTING (see page 17)

Roll 2D6, need number or greater.

Target	0-9"	9-27"	27" and over	Examples
In the open	Automatic	Automatic	5	<i>Walking upright in a field.</i>
Slightly obscured	6	7	8	<i>Half or more of body can be seen, in light brush, behind low wall.</i>
Obscured	7	9	11	<i>Less than half of body can be seen, firing from window, crouched behind rocks.</i>
Badly obscured	10	11	14	<i>Cannot be seen, only heard or other means, behind wall, building. Other side of hill.</i>
Add one to the required score (make harder) for the following:			Deduct one from the required score (make easier) for any of following:	
Spotter under fire , in either previous turn or in a previous action during current turn.			Spotter is elevated .	
Target stationary , (i.e. did not move in either previous turn or in a previous action during current turn).			Per dice that target moved .	
Target is obscured by smoke.			Each additional dice used for spotting.	
Target is Injuns (or other wallahs adapted to sneaking about).			Spotter is a Big Man .	
			Target is mounted .	
			Spotter is an Injun .	
			Target is in a Formation (ie: column, line, square).	

AUTOMATIC SPOTTING (see page 17)

Any Blind in the open within 9" of opponent will be immediately spotted and placed on the table.

Any Blind, slightly obscured that moves with 6" of opponent will be placed on table on the Tiffin card.

Any Group or Formation hidden in terrain within 6" of enemy will have a blind placed on table at end of turn on the Tiffin card.



FIRING

FIRING (see pages 18 & 19)

Formations always break their fire down by Groups.

Line troops		0-9"	9-18"	18-27"	27-36"	
Musket		5-6	6	-	-	
Baker rifle		5-6	5-6	5-6	-	
Carbine		6	-	-	-	
Light Troops Skirmishing		0-12"	12-24"	24-36"	36-48"	
Musket		4-6	5-6	-	-	
Baker rifle		4-6	4-6	6	-	
Carbine		5-6	-	-	-	
Artillery	No. of D6	0-9"	9-18"	18-27"	27-36"	36+"
Light gun	10 dice	4-6	4-6	5-6	6	6
Heavy gun	12 dice	3-6	4-6	5-6	5-6	5-6
Carronade	18 dice	2-6	4-6	-	-	-
Swivel gun	6 dice	5-6	5-6	6	-	-

MODIFIERS (see paragraph 7.2, page 18)

Firers are elite troops or good troops or poor troops	+ 1D6 per four men firing + 1D6 per five men firing - 1D6 per five men firing
Firers' first volley	+ 2D6
Firers are shooting on Big Man's initiative	+ 1D6 per status level
Firer is in formation in line	+1 pip to each dice
Firers have two or more shock points	- 1D6 per two shock points
Target is formation in a column , or is an enfiladed line or is a formation in square	+ 1D6 and +1 pip to each dice + 2D6 and +1 pip to each dice
Target is in soft cover or in hard cover	- 50% of the dice (round up) - 75% of the dice (round up)

EFFECTS OF HITS (see page 19)

1-2	3-5	6
Near miss, no effect	Shock	Kill

HITS ON BIG MEN (see paragraph 7.4, page 20)

Each Group with a Big Man attached that takes kills will roll a D10 (or a D6 if shot at by light infantry skirmishing). If Big Man rolls equal to or below number of men killed in the Group, he will be considered hit instead of one of the men. Roll again per below for result.		
1-2	3-5	6
Lightly wounded: Physique reduced by one. May only use "Grasp the Nettle" cards rated below his status, not equal to. If reduced to "Sickly Cove" is considered badly wounded.	Badly wounded: May have no further influence on the game. If takes any further wounds, is considered dead. His men may wish to save him by removing him from field of battle.	Dulce et decorum est pro patria mori: He's a stiff.



FIRING (cont'd)

SHOOTING AT "DONKEY WALLOPERS" (see page 21)

For each kill result when shooting at cavalry or mounted, roll 1D6.

1-3	Horse is hit. Roll again on table below for result.
4-6	Man is hit. Treat as per normal rules.

HITS ON HORSES (see page 21)

Dice	Result
1-4	The beast falls stone dead (rider is uninjured and now acts as dismounted)
5	The beast ignores the wound and continues with rider. (Tough luck for firer, essentially no effect, shoot the bugger again or learn to roll better dice)
6	Roll again:
1-3	The beast is damned angry and the rider loses momentary control. In the next turn the horse will move at maximum speed in the current direction avoiding contact with any obstacle (living or inert) in its path.
4-6	The beast falls dead, after 1D6+1 inches of movement in a forward direction. The rider is unhorsed. Roll a D6: <ul style="list-style-type: none"> 1-2: He is trapped under the lifeless form. 3: He is thrown clear 1D6 inches in a random direction but knocked out for the next turn. 4-5: He is thrown clear 1D6 in a random direction but must spend an action to get up and dust himself off as unhurt. 6: He is thrown clear 1D6 inches in a random direction and lands on his feet ready for action.

CHOSEN MAN (see page 22, paragraph 7.9)

Will be part of rifle-armed light infantry Group.

May be called forward by a Big Man at cost of one initiative dice to undertake some act of marksmanship.

May fire with enhanced chance of success. Fires one range longer than normal with an unmodified dice. (eg fires at range 24"-36" with 5, 6 to hit). Chosen man will fire at 36"-48" with same chance of hitting.

In turn he fires, rest of his Group may do nothing, but watch in awe.

If he rolls a 1 on hit dice, he has run out of finely milled powder and may make no further attempts for rest of game.

TAP RELOAD (see page 22, paragraph 7.10)

Rifle armed troops may chose to tap load. In such case they fire as infantry of the line with a musket. They also roll a D10 for hits on Big Men.



FISTICUFFS

HAND TO HAND COMBAT (see page 23)

Roll 1D6 per man in fight, including Big Men and musicians, and adjust in this order:	
Status level of Big Man leading the attack	+ 1D6 per status level
Fervour added with Big Man's initiative	+ 1D6 for each point of fervour
Per two status levels of all other Big Men on each side	+ 1D6 for each 2 status levels (round down)
Each quality level of troops higher than enemy	+ 2D6 per Group
Per two shock points on a Group	- 1D6 for every two shock points
Aggressive troops	+ 2D6 per Group
Grenadiers or guards	+ 2D6 per Group
Weedy coves	- 2D6 per Group
Each supporting rank in column	+ 1D6 per Group
Defending light cover	+ 33% of total number of dice
Defending hard cover	+ 66% of total number of dice
Hit in flank or rear	- 50% of total number of dice
Ambushed	- 50% of total number of dice
Additional modifiers only if there is cavalry involved	
Lancers v other cavalry in first round or lancers v other cavalry second round onwards	+10% of total number of dice (round down) - 10% of total number of dice (round up)
Infantry unloaded receiving charge	- 33% of total number of dice
Cavalry charging with elan	+ 25% of total number of dice
Cavalry v unformed infantry in the open or v infantry in defended square or v infantry in undefended square or v formed infantry line or v lighter cavalry or v troops in cover	+ 100% of total number of dice - 66% of total number of dice - 33% of total number of dice + 25% of total number of dice + 25% of total number of dicer - 66% of total number of dice
Formed cavalry attacking at the gallop	+ 25% of total number of dice
Infantry square v cavalry	+ 50% of total number of dice
Superior mounts in a cavalry fight	+ 25% of total number of dice

RESULTS OF FISTICUFFS (see page 24)

If one side has 4 times as many dice as their opponent (3 times for poor troops) then side with lesser routs falling back 3D6 inches, taking 6 Shock Points. If surrounded, they will surrender.	
Otherwise, each side rolls: 6 = kill, 5 = point of Shock. Compare kills and refer to below.	
Draw: (same number of kills)	<i>Fight again immediately. This occurs for a maximum of three rounds, after which both sides retire 2" to take a breather. Combat may be initiated again on any participating Big Man's card if so desired.</i>
Defeated by 1:	<i>Loser thrown back 6" (12" for cavalry) facing enemy. May act as desired on their next activation.</i>
Defeated by 2:	<i>Loser thrown back 9" (18" for cavalry) facing enemy. Add a further two Shock Points. Loser may only fire in next turn.</i>
Defeated by 3:	<i>Loser thrown back 12" (24" for cavalry) facing enemy. Add a further two Shock Points per Group. Loser may only fire in next turn.</i>
Defeated by 4:	<i>Loser thrown back 18" (24" for cavalry). Double the number of Shock Points taken. If no escape, loser surrenders, the winner allocating 1 guard per 5 captured enemy. Loser has no movement or firing next turn.</i>
Elite troops ignore defeat by 1 and fight again immediately.	
Poor troops who lose consider their defeat as one level greater than actual.	

RANDOM EVENTS & BONUS CARDS

During movement or firing, note number of 1's and 6's rolled. If more 1's than 6's, a random event occurs. Roll 2D6 on table below and consult appropriate firing or movement random event table.

Dice	1	2	3	4	5	6
1	10	10	10	10	10	10
2	10	10	10	10	10	10
3	10	1	2	3	4	10
4	10	5	6	7	8	10
5	10	10	9	10	10	10
6	10	10	10	10	10	10

Bonus Cards

When triggered, player who triggered result takes a card from top of Bonus Card deck.

Player may keep card to play later or may discard it. Up to 3 cards may be held at one time.

Some cards have to be played immediately, such as "Damnation".

Some cards may be played on subsequent turn, or against an enemy during their later turn.

Big Man who is currently activated may choose to play any card held by his side.

Firing random events	D10	Movement random events
The firing Group is low on ammunition. Fire at short range only until resupplied.	1	Trips up - Big Man trips over his sword, falling 1D6 inches forward. Needs an action to get up.
Damp squib! - The powder's damp. No firing by that Group until resupplied.	2	Damned dog! - Big Man slips in something unpleasant, falls over and smells a bit. Unable to woo any female until he finds water to wash it off.
Broken Flint - One man has broken flint and can't fire. Each turn roll a 5 or 6 to replace it.	3	Barged aside - Big Man knocked over. Roll deviation dice and 1D6 to see where he lands.
Smoke - Cough! A pall of smoke hangs across the immediate front of firers, reducing visibility to 6". Firing through this will be done with one third less dice than normal. The smoke clears on the third subsequent Tiffin card.	4	Drunkard! - One man passes out drunk. Random roll for figures in Group affected. Affected figure falls down and must be either carried or left where he falls as a casualty.
Fouled Barrels - The Firing Group has fouled barrels, they fire with a -1 to hit until water can be found to clean them out. The Group must retire from combat to do this.	5	My Hat! - Big Man's hat is shot through. It costs ten guineas! Dice to see where it lands, 2D6 inches in a random direction. Then Big Man must retrieve it on his next turn, taking no other action unless to lead men to rescue said hat.
Looting - 2 or 3 men (dice for which) within 12" of a building slope off to loot a property. They will be moved there immediately and remain until contacted by a Big Man.	6	This Group needs water. Any movement is conducted with a -1 pip per dice until they get it.
Fire! - The building nearest to the firers has caught alight (if within 12" of the firer or target). Smoke will start to emerge next turn. Any troops within must put the fire out within three turns or abandon the place. It takes a water card to douse a fire.	7	Ouch! - One Big Man with the Group strains his ankle, moving with -1pip per dice for the rest of the game.
Fear! - One Big Man with the target Group is struck by fear. He takes his move immediately, running to the rear with as many men as he can command. Next turn he must remain stationary or retire further.	8	Hello Ladies! - 1D6(-2) men are convinced that a young lady is "at home" in a nearby building and determine to "present their cards". They will remain there until contacted by a Big Man.
Damn & blast! - Scared by the firing some local livestock have escaped. 2D6" movement. Each turn roll a deviation dice to see which direction they head in. They will disrupt any formation that they contact, leaving it unformed. They will halt once 9" or more from any humans.	9	Dress the ranks! - Bad ground means that a Formation must dress their ranks or change Formation on next turn, not advancing. Single Groups ignore this Event.
Bonus card - draw one bonus card immediately.	10	Bonus card - draw one bonus card immediately.