

# HOW TO USE THE TACTICAL BATTLEBOARD

Unless the terrain is derived from a campaign map (in which case the Umpire will place them), **Terrain items** are assigned by the roll of a percentage die, as shown on the reference sheet.

Terrain items are placed according to the roll of a d6 (6 sided die) for 'latitude' and a further d6 for 'longitude' – ie. a roll of one and then six would place the terrain item in square 16 on the battleboard.

The armies are then deployed in accordance with the rules on **Cavalry Scouting** which are explained in the reference sheet. **NO UNIT HOWEVER MAY BE PLACED IN A SQUARE NEXT TO THE BLUE LINE, WITHOUT SPECIAL DISPENSATION FROM THE UMPIRE.**

The umpire may permit the construction of **Earthworks** before or [in rare cases] during the battle. These will have the same effect as hills, except that heavy artillery derives no advantage from them, and all guns fire at -1 against infantry or guns behind earthworks.

Any unit on the edge of the board may leave it by expending one movement point; *it may not thereafter return.*

*The effect of capturing enemy supply (wagon)(s), and the use of special units such as pontoniers or pioneers, if available, will be explained by your umpire.*

If the scenario involves the storming of a fortified position, and at least one attacking unit has secured a lodging within the fortifications, roll one d6 and add the number of attacking units inside the fortifications. On a result of '6', the position has been carried, and the defenders will surrender.

Surrender will also occur when an attacker moves onto a 'citadel' space, if present.

11	12	13	14	15	16
21	22	23	24	25	26
31	32	33	34	35	36
41	42	43	44	45	46
51	52	53	54	55	56
61	62	63	64	65	66

UNIT TYPE & COST	TACTICAL MOVE	COMBAT VALUE	MOVE BONUS	NOTES	TERRAIN +/- % INCIDENCE	MOVEMENT EFFECT	COMBAT EFFECT	SEQUENCE OF PLAY
Gendarme 3	2	4	-1	Pinned by any adjacent unit	Sunken road 16%	Guns cross only at bridges	-1 for foot and horse attacking across road	Attacker phase, then Defender phase
Leader 3	2	(+ LV if stacked) Can alternatively act as ordinary light horse unit	-1 per '3'	Unaccompanied leader killed on 11 or 12 or if no adjacent unit to flee to	Stream 16%	Guns cross only at bridges, others take full move to cross	-1 for foot and horse attacking across stream	
Elite horse 3	2	3	-1	Pinned by any adjacent unit	River 16%	Cross only at bridges	Attack only at bridges	1 Phasing units move
Elite foot 3	1 ½	3	0	Pinned by any adjacent unit	Bridge 33% + second bridge 33%	No penalty	No penalty	2 Non-phasing (NP) horse moves if not pinned
Heavy guns (HG) 3	1 ½ ; cannot move and fire in same phase	2 (or +/- 1 on the die of an adjacent attacking unit, by way of artillery support)	-1	Can fire 4 boxes from a hill. Pinned by any adjacent unit	Village 33% + second village 33%	Horse may not enter. Acts as bridge if adjacent to river, stream or sunken road	-1 to attack a village	3 Phasing units pre-allocate their targets & then fire
Foot 2	1 ½	2	0	Pinned by any adjacent unit	Wood [d6-2] = no of woods]	Only foot and light horse may enter	-1 to attack a wood	4 NP units return fire (at units firing at them only)
Light horse 2	2	1 (3 in pursuit)	-2	Pinned only by enemy Light Horse	Forest [= 2 woods placed in same square]	Impassable	Cannot be attacked	5 Remove losses
Reiters 2	2	2	-1	Pinned by any adjacent unit	Hills	Takes full move to enter (climb)	[-1 to attack, except heavy guns] Heavy guns on a hill can attack anything within 4 moves, regardless of intervening stuff	OTHER NOTES
Light guns 1	1 ½	(-1 when stacked)	0	Pinned by any adjacent unit				Diagonal moves cost 1 ½ move. Firing & attacking can also be diagonal
Wagons 0	0	0	0	[can be stacked]				Scouting the with most horse (LC=2) deploys second, except storms, where stormer deploys 1 <sup>st</sup>
								For Storming, place two bridges and a citadel in back row, + wagon in citadel.
								ROLL UNDER CV TO HIT!