

BALANCE OF POWER

Turn Order		
1	D6 Initiative roll. Highest chooses to be 1st or 2nd	Add the CinC leadership ability to die. Re-roll ties
2	1st side charges, 2nd side form square attempts	Declare all charges, roll for squares, then move chargers
3	2nd side charges, 1st side form square attempts	Declare all charges, roll for squares, then move chargers
4	1st side remaining movement	Move remaining units & leaders
5	2nd side remaining movement	Move remaining units & leaders
5	Fire phase, both sides simultaneously	Apply hits and remove units only after all firing is complete.
7	Melee phase, first side decides order & matchup	Complete each melee, including retreats, one at a time.
8	Leader casualty rolls then wounded leaders return	Leaders return within 6" of a subordinate unit.
9	Orders phase, simultaneous.	Both sides issue orders, then roll for activation.
10	Corps Morale, initial retreat movement	First side morale rolls and retreats, then second side.

Movement	Foot Tac / March / Retreat	Mounted Tac / March / Retreat	Leaders
Forward	8" / 16" / 12"	12" / 24" / 18"	30"
Obstacle	-2" per obstacle tactical -4" march		Ignore terrain and movement penalties except may not enter impassable terrain.
Bad going	1/2 speed, applies while any part of a stand is in bad going		
Road	Ignore other terrain. March movement x 1.5 while on road		
River	Impassable except at bridges or fords		
Reform	Uses half movement allowance.		

Melee Modifiers plus 1D6
Current BP +? (use highest for multiple units)
Each additional unit (not cav vs square) +2 (Max +4)
Attached leader +1
Inf or Art Defending Cover +1 to +4
Cavalry weight Medium +1 OR Heavy +2 (not vs square)
Square vs cavalry +6 OR Infantry vs Square OR art +2
Cav vs inf column* OR Artillery +2 OR vs inf line* +4
Attacking from behind flank OR vs limbered artillery +2
* Modifiers become +1/+2 vs Rifled Muskets, +0/+0 vs Breechloading small arms.

Melee Losses
Losing side takes 1BP per 2 pts of difference in scores.
First BP loss from unit with highest current BP, then 2nd highest etc.
Inf or art lose to cav suffer double BP loss.
Leader casualty roll 2D6 <= his units BP losses.

Melee Results
Winner may take ground if BUA.
Loser falls back 6" for foot 9" for mounted. Artillery limber, square becomes column. All remain facing enemy.

Form Square, all halve CV, cumulative.
Charge started 6" or less away
Infantry unit in line
Charged from behind the flank
D6 equal to or less than modified CV, 1 pass, 6 fail.

Small Arms	Close	Effective	Long
SBore Musket *	-	3"	-
SBore Carbine *	-	-	3"
Rifled Musket	-	4"	8"
Rifled Carbine	-	3"	-
BL Rifled Musket	4" (+1D)	-	8"
BL Carbine	3" (+1D)	-	-
Chassepot	8" (+1D)	-	16"
Mitrailleuse	8" (+1D)	16"	-
Artillery	Close	Effective	Long
Light SBore	3" (+1D)	6"	12"
Medium SBore	3" (+1D)	9"	18"
Heavy SBore	3" (+1D)	12" (+1D)	24" (+1D)
Medium BL Rifle	-	15" (+1D)	30"
Heavy BL Rifle	-	18" (+2D)	36" (+1D)
Medium Rifle	3" (+1D)	12"	24"
Heavy Rifle	3" (+2D)	15" (+1D)	30" (+1D)
Fire Effect Modifiers			
Target is deployed artillery 1/2			
Smoothbore small arms against cavalry 1/2			
Long range fire 1/2			
Square or non light in BUA firing 1/2			
Fire against square or from behind flank +1D			
Cover - as per terrain table.			

CRUSADER

BALANCE OF POWER

Infantry Corps Morale 2D6

Corps at 50% losses 8+ to pass
Corps at 75% losses 10+ to pass
Ignore failures upto leader mod of 0-3 then retreat.
Army leader may use his free failures

Change of Orders

2D6 requires 8+ to pass, 2 always fail, 12 always pass.
+ leadership of sending & receiving Leaders
-1 per 12" or part of between sending & receiving Leader
+2 if leaders are in base to base contact
Only fail on 2D6 roll of 2 if receiving formation is on reserve or it is a corps retreat order.

Terrain	Melee	Artillery	S.Arms
BUA Wooden	+1	-	1/2
BUA Wood/Stone	+2	1/2	1/2
BUA Stone	+3	1/2	Hit on 1
BUA Fortified	+4	Hit on 1	Hit on 1
Hedge, River Bank	+1	-	-
Walls	+1	-	1/2
Redoubt	+2	1/2	1/2
Rough	-	-	-
Woods	-	-	1/2 Light

D8	Leader Casualty
1	Killed Instantly
2	Mortal wound, dies when artist arrives
3	Critically wounded, leaves the field.
4	Badly wounded, leaves the field
5	Wounded, out for 2D6 turns
6	Lightly wounded out for 1D6 turns
7	Shaken, out for 1 turn
8	Flesh wound, no effect

NOTES

TURN	10.30-10.45	4.15-4.30
5.00-5.15	10.45-11.00	4.30-4.45
5.15-5.30	11.00-11.15	4.45-5.00
5.30-5.45	11.15-11.30	5.00-5.15
5.45-6.00	11.30-11.45	5.15-5.30
6.00-6.15	11.45-12.00	5.30-5.45
6.15-6.30	12.00-12.15	5.45-6.00
6.30-6.45	12.15-12.30	6.00-6.15
6.45-7.00	12.30-12.45	6.15-6.30
7.00-7.15	12.45-1.00	6.30-6.45
7.15-7.30	1.00-1.15	6.45-7.00
7.30-7.45	1.15-1.30	7.00-7.15
7.45-8.00	1.30-1.45	7.15-7.30
8.00-8.15	1.45-2.00	7.30-7.45
8.15-8.30	2.00-2.15	7.45-8.00
8.30-8.45	2.15-2.30	8.00-8.15
8.45-9.00	2.30-2.45	8.15-8.30
9.00-9.15	2.45-3.00	8.30-8.45
9.15-9.30	3.00-3.15	8.45-9.00
9.30-9.45	3.15-3.30	9.00-9.15
9.45-10.00	3.30-3.45	9.15-9.30
10.00-10.15	3.45-4.00	9.30-9.45
10.15-10.30	4.00-4.15	9.45-10.00