

17. Turn sequence <i>all actions right to left</i>	
1	Pay for turn extensions after 8 turns.
2	Gifts returned to C in C
3	Move generals (2 squares)
4	Morale
5	Movement
6	Fights
7	Opponent shooting
8	Reinforcements 4/6D6 (5,6)
9	Baggage raiding
10	Replace all dead generals
11	Count turn, 8 turns

13. Gifted generals	
if both players are re-rolling the assaulter must decide and carry it out first.	
Gift	Effect
Attack!	Re-roll D6 in a fight if assaulting
Defend!	Re-roll D6 in a fight if target
Morale!	Re-roll morale D6

22. Shooting 5, 6 = hit.	
1D6 per shooting base (half base counts as full base)	
Modifiers apply each modifier once only	
+1D6 any veteran shooting unit taking part	
-1D6 any conscript shooting unit taking part	
-1D6 muskets shooting diagonally	
-1D6 cavalry shooting. <i>Cav cannot shoot diagonally</i>	
+1D6 medium gun	Min 1D6
+2D6 heavy gun	

Shooter type	Range
Musketeers, pistol cavalry, dragoons.	1 square
Light gun (Galloper).	4 square
Medium gun (Saker).	No limit
Heavy gun (Demi-culverin).	No limit

- A square can split it's shooting.
- Face targets are priority.
- First square can be a diagonal, but not between 2 things.
- No overhead shooting unless artillery from or to a hill. OR through unworthy.

18. Morale dice	
D6	Reason
1	Casualty markers (max 4).
1	Conscript unit (max 1).
1	Per enemy face (max 4).
-1	Veteran unit (max 1), or defending nasty hedges or wall, or on hill, or 3 or more ½ pike bases in square, or defending within a fortified manor (siege).
-1	General in square (max 1).
Remove casualty markers after test	

21. Target choosing to fall back or retire when assaulted
Fall back = 3 hits. One less hit if only dragoons, generals, Cavalry present.
Priority direction = own base edge. Then flanks. Then opponent base edge.
No fall back possible = roust test .
Medium and heavy guns cannot fall back. They are lost.



18. Morale outcomes Each score of 4, 5, 6 = a morale fail.		
1 fail	Steady	No units may leave the square this turn. No assault can be initiated from the square.
2 fails	Fall back	FIRST Owner applies 1 hit. Place marker if no save achieved. Remove medium and heavy guns SECOND Fall back 1 square. Scenery will not hinder this movement. If fall back impossible then roust test. Any own units in the rear square cannot be displaced; instead the fall back units will leap-frog over the rear square if there is insufficient room. Units who fall back off the table edge will become reinforcements. Fall back uses up a unit's whole turn. Face figures towards base edge. All casualty markers fall back too,
3 or more fails	Run	FIRST rolls 1D6 for each unit. Score of 5, 6 (+1 conscript, -1 veteran) = routed. Then as 2 fails

21. Assaulter	
"Attack!" general will allow a re-roll before target rolls.	
D6	Reason
3	Each assaulting foote/cavalry* unit at strength
1	Each unit in square not already counted (not guns)
1	Each charger or highlander "aggression marker"
1	General in square (max 1)
1	Each own harassing unit (max 2 per face)
2	Each support square (max 2)
2	Square contains a "winning fight marker" (max 1)
-1	Each pike effect inferiority (max 5)
-3	Target has hill and you don't. Or defended nasty hedge or nasty wall or stream
General notes for assaulter and target	
minimum 2D6 in a fight	
Each 5, 6 = Hit	
*Cavalry Cavalry target behind nasty hedge/wall. Cavalry in or assaulting rough ground, marsh, wood, building, rough hill. COUNT as 1D6 per unit.	
Unworthy squares If a square contains only artillery guns, dragoons and generals it will have 2D6 with no modifiers.	

21. Target	
"Defend!" general re-roll after attack general opponent.	
D6	Reason
2	Each foote or cavalry* unit at strength
1	Any other unit in square (not guns)
1	Charger / highlander "aggression marker" (1)
1	General in square (max 1)
-1	Each pike effect inferiority (max 2)
-2	Assaulted from the rear of the square
2	Each support square (max 2)
2	"Winning fight marker" (max 1)
-1	Opponent unit harassing (max 2 per face)

ROF Playsheet

21. Pike effect
1D6 per half pike base present in the square. Each score of 3,4,5,6 is an effect. Effects cancel each other out. Max 5 effects on assaulter, max 2 effects on target.

20. Saving chart target always places first two hits. Only opponent can place hits on general.			
		1 better	1 worse
Foot	4,5,6	Target is veteran or is shot at and dragoon, in wood, building, behind hedge	Conscript
Cavalry	4,5,6	Veteran	Conscript
Artillery	5,6		
General	2,3,4,5,6		
Extra armoured - saves first hit per shot and fight on 2,3,4,5,6 with no modifiers.			
6 is always a save 1 is always a dead			

19. Movement		
Each fail uses up a square of movement.		
	Standard movement	D6 to exit +1 vet / -1 conscript
Foot	2	4,5,6
Highlanders	2	3,4,5,6
Dragoons	2	No cost
Light gun	1	4,5,6
Cavalry	4	5,6
Generals	2	No cost
Medium/ heavy gun	No moving. Change 1 face if 6 scored.	
Extra movement 1 free square (not med/heavy guns) if it does not bring you into face contact with any opponent square.		

21. Fight outcomes	
Target falls back	3 hits applied to target square units (-1 if only Cavalry, dragoons, generals present). Assaulter awards a "winning the fight marker" to any foot or cavalry unit in the assaulting square. Target heavy / medium artillery removed (no additional casualties placed).
Assaulter win	Target heavy / medium artillery removed (no additional casualties placed). 3 hits applied to target square, (roll for routs if no withdraw possible). Saves carried out. Check if target Cavalry rout /pursue off. 1D6 per assaulter Cavalry unit. 6 = all Cavalry from both sides off table. Target withdraws 1 square. Casualty markers move back 1 square too. Assaulter must move all units into square, (not guns). Assaulter awards a "winning the fight marker" to a single foot or cavalry unit in the assaulting square.
Target win	3 hits applied to assaulter. Saves carried out. No movement caused. Check if assaulter Cavalry rout off. 1D6 per target cavalry unit. 6 = all cavalry from both sides off table. Target awards a "winning the fight marker" to a single foot or cavalry unit in the assaulted square.