Unit Types:

Unit Type	Movement	Close Combat Power	Weapon Range
Infantry (Rifles)	1 hex	4	3 hexes
Infantry (Other Firearms)	1 hex	4	2 hexes
Infantry (Close Combat Weapons)	1 hex	3	-
Mounted Cavalry	2 hexes	4	-
Machine Guns	1 hex	4	4 hexes
Light Field/Mountain Artillery	1 hex	1	4 hexes
Field Artillery	1 hex	1	6 hexes
Fortress/Siege Artillery	-	1	10 hexes
Command	2 hexes	5	-

Notes:
- *No Unit's Close Combat Power may drop below 1.*
- *Artillery Units may not move and fire during the same turn.*
- *Dismounted Cavalry Units move and fight like Infantry Units but their Close Combat Power is reduced by 1.*
- *Only Infantry and Cavalry Units may move forward to replace an enemy Unit after they have destroyed it by Close Combat.*
- *A Command Unit that is adjacent to a friendly Unit increases that Unit's Close Combat Power by 1 and that Unit adds 1 to its D6 Fire Effect scores.*

Turn Sequence:

1. Any Artillery Unit that is within range may fire. Casualties are removed after all artillery fire has taken place.
2. Both sides roll a D6 die to see which side will activate its Units first. The side with the highest score activates its Units first this turn and then:
   a. Throws its Activation Dice to determine how many Units it may activate this turn.
   b. Selects the Units they are going to activate, and activates each of them in turn. When activated, a Unit may move or fire or be 'unpinned'.
   c. Any Close Combats are resolved and casualties are removed.
   d. Once the first side has activated all the Units it may activate, the second side may activate its Units and follow the procedure laid down in a, b, and c.
3. Once both sides have activated their Units, the turn has ended and the next may begin.

Notes:
- *Any Artillery Units that have fired at the beginning of the turn may not move but they may be 'unpinned'.*
- *Regular European Cavalry Units that are 'pinned' at the beginning of the turn must be 'unpinned' or move towards the nearest enemy Unit.*
- *If a 'pinned' Regular European Cavalry Unit is not 'unpinned', the automatic movement towards the nearest enemy Unit takes place before any other Units are activated and does not count as an activation.*
- *The decision to 'unpin' or not to 'unpin' a 'pinned' Regular European Cavalry Unit takes priority over all other decisions about activations and must be completed before other activations take place.*
- *A Unit may turn up to 60 degrees in order to fire at an enemy Unit; the turn does not count as a move for the purposes of Unit activation but the act of firing does.*

Artillery Fire:

Artillery firing at targets that are two or less hexes away
- If the range is two hexes or less, the target Unit is hit.
- A D6 die is then rolled to determine the effectiveness of the artillery fire.
- Fire Effect:
   a. Direct artillery fire – 5 or 6: Destroys a Unit; 2, 3, or 4: Pins a Unit; 1: No effect
   b. Indirect artillery fire – 6: Destroys a Unit; 4 or 5: Pins a Unit; Any other score: No effect

Artillery firing at targets that are three or more hexes away
- If the range is three of more hexes, a D6 die is thrown:
   a. Die score = 5 or 6: Artillery fire lands on the target hex.
   b. Die score = 3 or 4: Artillery fire lands in the hex immediately in front of the target hex.
   c. Die score = 1 or 2: Artillery fire lands in the hex immediately behind the target hex.
- If there is a Unit in the hex that the artillery fire lands in, that Unit is hit.
- A D6 die is then rolled to determine the effectiveness of the artillery fire.
- Fire Effect:
   a. Direct artillery fire – 5 or 6: Destroys a Unit; 2, 3, or 4: Pins a Unit; 1: No effect
   b. Indirect artillery fire – 6: Destroys a Unit; 4 or 5: Pins a Unit; Any other score: No effect

Notes:
- *'Pinned' Units reduce their Fire Effect D6 die scores by 1.*

Notes:
- *In cases where there are two hexes immediately in front of or behind the target hex, the odd number indicates the left-hand hex and the even number the right-hand hex.*
- *'Pinned' Units reduce their Fire Effect D6 die scores by 1.*

Movement:

- A Unit may move through hexes that are occupied by friendly Units.
- A Unit may not end its move in the same hex as another Unit.
- A Unit must stop as soon as it enters a hex that is adjacent to an enemy Unit, and both Units turn to face each other at once.
- If several Units move into hexes that are adjacent to an enemy Unit, the enemy Unit is turned to face the last Unit that moved into an adjacent hex.

- If a Unit is being faced by an enemy Unit that is in an adjacent hex and the Unit has not yet been activated and moved this turn, it may move providing that:
   a. It is one of the Units chosen to be activated and moved this turn and
   b. It does not move into a hex that is adjacent to another enemy Unit.

Non-Artillery Fire:

- Non-Artillery Units may fire once each turn if they have not moved.   - Non-Artillery Units may fire if they are 'pinned'.   - A D6 die is rolled for each non-Artillery Unit that is firing.   - Fire Effect:
   a. Target is in the open – 5 or 6: Destroys a Unit; 2, 3, or 4: Pins a Unit; 1: No effect
   b. Target is in cover – 6: Destroys a Unit; 4 or 5: Pins a Unit; Any other score: No effect
	Notes:
	    'Pinned' Units reduce their Fire Effect D6 die scores by 1.

Close Combat:

- When several Units attack a single enemy Unit, the defending Unit's Close Combat Power is reduced:
  a. 2 attacking Units reduce the defending Unit's Close Combat Power by 1;
  b. 3 attacking Units reduce the defending Unit's Close Combat Power by 2;
  c. 4 attacking Units reduce the defending Unit's Close Combat Power by 3.   - To determine the outcome of a Close Combat, each side throws a D6 die:
  a. If the attacker's dice score is equal to or less than its Close Combat Power, the defending Unit is destroyed and removed at once; if the attacker's dice score is greater than its Close Combat Power, the defending Unit survives the Close Combat.
  b. If the defender's dice score is equal to or is less than its Close Combat Power, the attacking Unit is destroyed and removed at once; If the defender's dice score is greater than its Close Combat Power, the attacking Unit survives the Close Combat.
  c. If one Unit is destroyed, the surviving Unit or Units have won the Close Combat.
  d. If neither Unit is destroyed, the Close Combat ends as a draw. The attacking Unit must withdraw into an adjacent empty hex that is not adjacent to a hex occupied by an enemy Unit. If it is unable to do so, it is destroyed.
  e. If both Units are destroyed, the Close Combat has resulted in mutual annihilation.
	Notes:
	    If the attacking Unit is an Infantry or Cavalry Unit it may move into the destroyed Unit's empty hex. *The defending Unit may not move into the destroyed Unit's empty hex.*

Special Rules:

Pinning - Whilst 'pinned', the Unit is deemed to be in cover, even if it is in the open. - Whilst 'pinned' the Unit's Fire Effect D6 die scores are reduced by 1. **Hills** - Units may only move up or down one hill contour each time they are activated. - Units may not attack enemy Units that are more than one hill contour above or below them. - A Unit that is attacking an enemy Unit that is one hill contour <u>above</u> it reduces its Close Combat Power by 1. - A Unit that is attacking an enemy Unit that is one hill contour <u>below</u> it increases its Close Combat Power by 1. **Roads** - Each hex of movement made along a road by a Unit uses up only half a hex of movement. - Any unused half-hexes of movement are lost. - For movement, built-up areas count as roads.	**Rivers** - Rivers may only be crossed by bridge or at a ford. - Units that enter river hexes where there is no bridge or a ford are destroyed. - When crossing a ford in a river, a Unit moves into the river on turn A and stops. It remains in the river for turn B, and it then moves again on turn C. - Units that are fording rivers (i.e. are in turn B of the above sequence) may not fire. - A Unit that is in a river hex and is attacking an enemy Unit that is in an adjacent hex reduces its Close Combat Power by 1. **Woods** - Mounted Cavalry Units moving through woods may only move 1 hex every time they are activated. - Units attacking enemy Units that are in woods reduce their Close Combat Power by 1, even if the attacking Unit is also in the woods. **Built-up Areas and Fortifications** - Units attacking enemy Units that are in built-up areas or fortifications reduce their Close Combat Power by 2, even if the attacking Unit is also in the built-up area or fortification.