

MUSKET PERIOD RULES

Artillery Fire	<p>Range: Long = 6 squares; Grape = 2 squares.</p> <p>a) Artillery fire is simultaneous; Destroyed Units are removed after all Artillery Units have fired</p> <p>b) All ranges are measured orthogonally <u>not</u> diagonally.</p> <p>c) Each Artillery Unit <u>may</u> fire only once each turn.</p> <p>d) Roll one die for each Basic Unit firing – Long range: a 4, 5, or 6 is a hit and destroys an enemy Unit. Grape range: 2, 3, 4, 5, or 6 is a hit and destroys an enemy Unit. Reduce die roll score by 1 if target is under cover.</p> <p>e) Fire is in direct line-of-sight, and Artillery Units may not fire over other friendly Units in front of them.</p> <p>f) An Artillery Unit may not be moved if it has fired.</p>
Dice for initiative	<p>Both sides roll a D6 die; side with the highest score moves, then fires, and then conducts Close Combats first. Once they have finished, the other side follows the same procedures.</p>
Movement	<p>Movement: Regular Infantry = 2 squares; Rifles = 3 squares; Cavalry = 4 squares; Artillery: 1 square; Commanders = 3 squares.</p> <p>a) All movement is measured orthogonally <u>not</u> diagonally.</p> <p>b) A Unit may change its direction of movement any number of times during its move.</p> <p>c) A Unit may be moved only once each turn.</p>
Firing	<p>Range: Rifles = 3 squares; Muskets = 2 squares.</p> <p>a) All ranges are measured orthogonally <u>not</u> diagonally.</p> <p>b) Each Unit <u>may</u> fire only once each turn.</p> <p>c) Roll one die for each Basic Unit firing – A 4, 5 or 6 is a hit and destroys an enemy Unit. Reduce die roll score by 1 if target is under cover.</p> <p>d) Fire is in direct line-of-sight, and Units may not fire over other friendly Units in front of them.</p>
Close Combat	<p>Range: Orthogonally adjacent squares.</p> <p>Close Combat Power (Front/Rear or Flank): Infantry = 3/6; Cavalry = 2/5; Artillery = 6/6; Commanders = 1/1.</p> <p>a) A Unit must stop if it enters a square that is orthogonally adjacent to one occupied by an enemy Unit, and turn to face the enemy Unit.</p> <p>b) A rear or flank attack is one made directly on the side or rear face of an enemy Unit's figure base.</p> <p>c) Both sides throw a D6 die for their Unit involved in a Close Combat – If score is equal to or greater than the Unit's Close Combat Power, the Unit survives the Close Combat; if not, the Unit is destroyed.</p> <p>d) Infantry and Cavalry Units that win a Close Combat (i.e. are the only surviving Unit from a Close Combat) may move forward and occupy the square that was occupied by the enemy Unit and may conduct further Close Combats if this makes them orthogonally adjacent to a square occupied by an enemy Unit.</p>

SPECIAL RULES:

- 1) *Roads* – Units on roads move at normal movement rate, *plus* one square if *all* the move is made on road.
- 2) *Hills* – Add 1 to the Close Combat Power of a Unit that is attacking uphill against an enemy Unit.
- 3) *Rivers* – In crossing a shallow spot (ford) in a river a Unit moves into the river on turn A and stops, then moves out full move on turn B. Units in rivers may not fire. Add 1 to the Close Combat Power of a Unit that is attacking out of a river against an enemy Unit on the bank.