

MUSKET PERIOD RULES

TURN SEQUENCE:

1. 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>
2. Dice for initiative	<p>Both sides roll a D6 die; the side with the highest score can move, fire (if the Unit is not an Artillery Unit), and conduct Close Combats with each of their Units in turn, first. Once they have finished, the other side follows the same procedures.</p>
3. 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> <p>d) A Unit that is firing this turn reduces its movement by 1 square..</p>
4. Firing (Non-Artillery Units)	<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> <p>e) A Unit that has not moved this turn adds 1 to its die score.</p>
5. 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 1 square if the entire move is made along a road.
2. *Hills* – Add 1 to the Close Combat Power of a Unit that is attacking uphill against an enemy Unit.
3. *Rivers* – When using a ford in a river a Unit moves into the river on turn A and stops, then moves 1 square out of the river 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.