

## PORTABLE WARGAME 2 (MUSKET PERIOD RULES)

### TURN SEQUENCE:

<b>1. Artillery Fire</b>	<p>Range: Long = 6 grid areas; Short = 2 grid areas.</p> <p>a) Artillery fire is simultaneous; Destroyed Units are removed after all Artillery Units have fired</p> <p>b) All ranges are measured through the edges of the grid areas <u>not the corners</u>.</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 5 or 6 is a hit and destroys an enemy Unit.          Short range: 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>
<b>2. Dice for initiative</b>	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.
<b>3. Movement</b>	<p>Movement: Regular Infantry = 2 grid areas; Rifles = 3 grid areas; Cavalry = 4 grid areas; Artillery: 1 grid areas; Commanders = 3 grid areas.</p> <p>a) All movement is measured through the edges of the grid areas <u>not the corners</u>.</p> <p>b) A Unit may change its direction of movement any number of times during its move but must end its move facing the edge of the grid area <u>not the corner</u>.</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 grid area.</p>
<b>4. Firing (Non-Artillery Units)</b>	<p>Range: Rifles = 3 grid areas; Muskets = 2 grid areas.</p> <p>a) All ranges are measured through the edges of the grid areas <u>not the corners</u>.</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 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>
<b>5. Close Combat</b>	<p>Range: Adjacent grid areas.</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 grid area that is 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 <u>for their Unit</u> 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 grid area that was occupied by the enemy Unit and may conduct further Close Combats if this makes them adjacent to a grid area occupied by an enemy Unit.</p>

### SAVING THROWS:

Any Unit that is destroyed as a result of Artillery Fire, Non-Artillery Fire, or Close Combat throws a D6 die to determine if it will survive the destruction. Elite Units: 4, 5, or 6 = Survive; Average Units: 5 or 6 = Survive; Poor Units: 6 = Survive.

### SPECIAL RULES:

- Roads** – Units on roads move at normal movement rate, plus 1 grid area if the entire move is made along a road.
- Hills** – Add 1 to the Close Combat Power of a Unit that is attacking uphill against an enemy Unit.
- Rivers** – When using a ford in a river a Unit moves into the river on turn A and stops, then moves 1 grid area 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.