

A Splendid Victory!

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(Exodus 20:15 - "Thou shall not steal.")

A Splendid Victory! is a set of rules designed for the table-top wargaming of battles of the **English Civil War** and the European conflicts of thereabouts. After one or two games you should have them down pat.

The Basics

First, you need two suitable wargame *armies*, but don't panic! These rules are designed to be used with wargame armies that are already based to other rule systems. I use the 28 mm scale though other scales can be easily adapted.

Next, the game system uses standard six sided dice (D6) reading 1 to 6; 0D6 means no standard six sided dice; 1D6 means one standard six sided dice; 2D6 means two standard six sided dice; etc.

Players can take measurements at anytime during the game.

Stands and Units

In these rules, as in most, a number of figures (miniatures, castings) are glued onto a square or rectangular base. This base then forms a *stand* under these rules and a number of stands make up a *unit*. As a guide, a stand represents about 100 troops. The basing system that I have used for my 28 mm armies is this, but you can adapt your own:

A **Pike Stand**, a **Musket Stand** or a **Foot Stand** = 40 mm frontage by 40 mm deep
4 foot figures per stand for Pikes, Muskets or Hand-to-hand weapons
2 foot figures per stand for Light or Improvised Hand-to-hand weapons

A **Heavy Mounted Stand** or a **Mounted Stand** = 40 mm frontage by 40 mm deep
2 appropriate mounted figures per stand

A **Mounted Dragoon Stand** = 40 mm frontage by 40 mm deep
1 mounted dragoon figure per stand

A **Dismounted Dragoon Stand** = 40 mm frontage by 40 mm deep
2 dismounted foot figures per stand

An **Artillery Stand** = 40 mm frontage by 80 mm deep
1 suitable artillery model plus 2 crew figures per Frame Gun stand
1 suitable artillery model plus 3 crew figures per Regular Artillery stand
1 suitable artillery model plus 4 crew figures per Heavy Artillery stand

With artillery, an appropriate artillery model and all of its crew are all glued onto the base. This stand then represents a small battery of perhaps two or three such artillery pieces along with their crews, animal teams, supporting defensive troops, etc.

A **Command Stand** = 40 mm frontage by 40 mm deep
1 suitably impressive mounted figure per command stand

With command stands, a suitably impressive mounted figure is glued onto the base. This stand then represents that commander along with that commander's advisers, messengers, bodyguard, etc.

All the figures of a stand must face the same direction, that is, all face towards the front of the stand's base. The figures of a stand should be representative of their type, that is, foot figures must be used for foot stands, mounted figures used for mounted stands, etc.

Further, it helps if the armament of a stand resembles the type of weapon used, that is, figures armed with pikes should be used if the stand is armed with pikes, figures armed with firearms should be used if the stand is armed with firearms, etc. A player must advise his opponent of any unusual units or stands being used before play commences.

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How do stands form a unit?

The basic types of units used in these rules are:

- Pike and Musket Units
- Foot Units
- Heavy Mounted Units
- Mounted Units
- Dragoon Units
- Artillery Units
- Command Units

Pike and Musket Units

Pike and Musket units are designated as *foot* units (with a lower case f). In these rules a Pike and Musket unit can have a mix of stands. The stands can be all pikes, all muskets or any combination thereof. Historically, it appears that pike and musket units normally had about one third pikes and about two thirds muskets but it could vary considerably.

Muskets include any type of firearms such as muskets, matchlocks, firelocks, etc. Bows occasionally popped up during this period. For simplicity, treat any bow armed stand as the equivalent of a musket armed stand. Pikes includes... well... pikes.

Pike and Musket units always move, fire and fight hand-to-hand combat on foot. Musket equipped stands defend themselves during hand-to-hand combat with *improvised weapons*. Pike and Musket units are represented by a minimum of *two* stands to a maximum of *nine* stands per unit. However, the foot units in your army cannot exceed an **average of six stands per unit**, and your army must always have more Pike and Musket units than Foot units (see below).

Foot Units

All other types of *foot* units (with a lower case f) are designated as Foot units (with a capital F). In these rules a Foot unit can have a mix of stands. The stands can be all Hand-to-hand weapons, all Light Hand-to-hand weapons or any combination thereof.

Hand-to-hand weapons include any type of weapons such as swords, axes, pole arms, etc. Light Hand-to-hand weapons include any small weapons such as knives, pistols, spears etc, or any type of improvised weapon such as clubs, muskets used as clubs, artillery implements, farming implements, etc.

Foot units always move and fight hand-to-hand combat on foot. Foot units cannot fire. Foot units only fight hand-to-hand combat. Foot units are represented by a minimum of *two* stands to a maximum of *nine* stands per unit. Again, as noted above, the foot units in your army cannot exceed an **average of six stands per unit**, and your army must always have more Pike and Musket units than Foot units.

Heavy Mounted Units

Heavy Mounted units (that is, cuirassiers or the like) were not very common during this period. Heavy Mounted units (with a capital M) are classified as *mounted* units (with a lower case m). The stands of a Heavy Mounted unit must all be the same, that is, the stands of the unit must be all Heavy Mounted, not a mix. Since it may not be immediately obvious, a player *must* advise his opponent as to which of his (read his or her from now on) mounted units are Heavy Mounted units before play commences.

Heavy Mounted units cannot dismount to move or fight on foot. Heavy Mounted units cannot fire. Heavy Mounted units only fight hand-to-hand combat. The pistols or the like that they often carried are considered to be close combat weapons to be fired at very close range or in melee and so their effect has been built in to the hand-to-hand combat procedures.

Heavy Mounted units are represented by a minimum of *two* stands to a maximum of *four* stands per unit. Your army may not contain more than *one* Heavy Mounted unit in every *fifteen* mounted units (always counting Dragoon units as mounted units).

Mounted Units

Mounted units (with a capital M) are classified as *mounted* units (with a lower case m). The stands of a Mounted unit must all be the same, that is, the stands of the unit must be all Mounted, not a mix. Since it may not be immediately obvious, a player *must* advise his opponent as to which mounted units are Mounted units before play commences.

Mounted units cannot dismount to move or fight on foot. Mounted units cannot fire. Mounted units only fight hand-to-hand combat. Again, the pistols or the like that they often carried are considered to be close combat weapons to be fired at very close range or in melee and so their effect has been built in to the hand-to-hand combat procedures.

Mounted units are represented by a minimum of *two* stands to a maximum of *seven* stands per unit. The mounted units in your army cannot exceed an ***average of five stands per unit***.

Lance armed mounted units occasionally popped up during this period. Treat any lance armed mounted units as Mounted units (not Heavy Mounted units).

Dragoon Units

Some units were trained to fight either mounted or dismounted. Units such as these are referred to in these rules as *Dragoons*. If the player intends to mount and dismount a Dragoon unit during the course of the game, then that player will need *both* the mounted stands and the dismounted stands for that unit. The stands of a Dragoon unit must all be the same, that is, the stands of the unit must be all Dragoons, not a mix.

Dragoon units are classified as *mounted* units (with a lower case m) whilst mounted. A mounted Dragoon unit moves and fights hand-to-hand combat as per mounted Dragoons unless noted otherwise. Dragoon units are classified as *foot* units (with a lower case f) whilst dismounted. A dismounted Dragoon unit moves, fires and fights hand-to-hand combat as per a Pike and Musket unit unless noted otherwise.

Dragoon units are equipped with firearms, but Dragoon units can only fire if they are dismounted. Again, whilst mounted, their firearms are deemed to be used in hand-to-hand combat and fired at very close range or in melee and so their effect has been built in to the hand-to-hand combat procedures. Thus, mounted Dragoon units can only fight hand-to-hand combat.

Dragoon units are represented by a minimum of *two* stands to a maximum of *seven* stands per unit. Again, the mounted units in your army cannot exceed an ***average of five stands per unit***.

Historically, the number of dragoon units did vary considerably, but generally there were always more Mounted units than Dragoon units.

Artillery Units

Artillery units (also known as ordinance) are classified as *artillery* units not *foot* units. As noted, in these rules there are three basic types of *artillery* units:

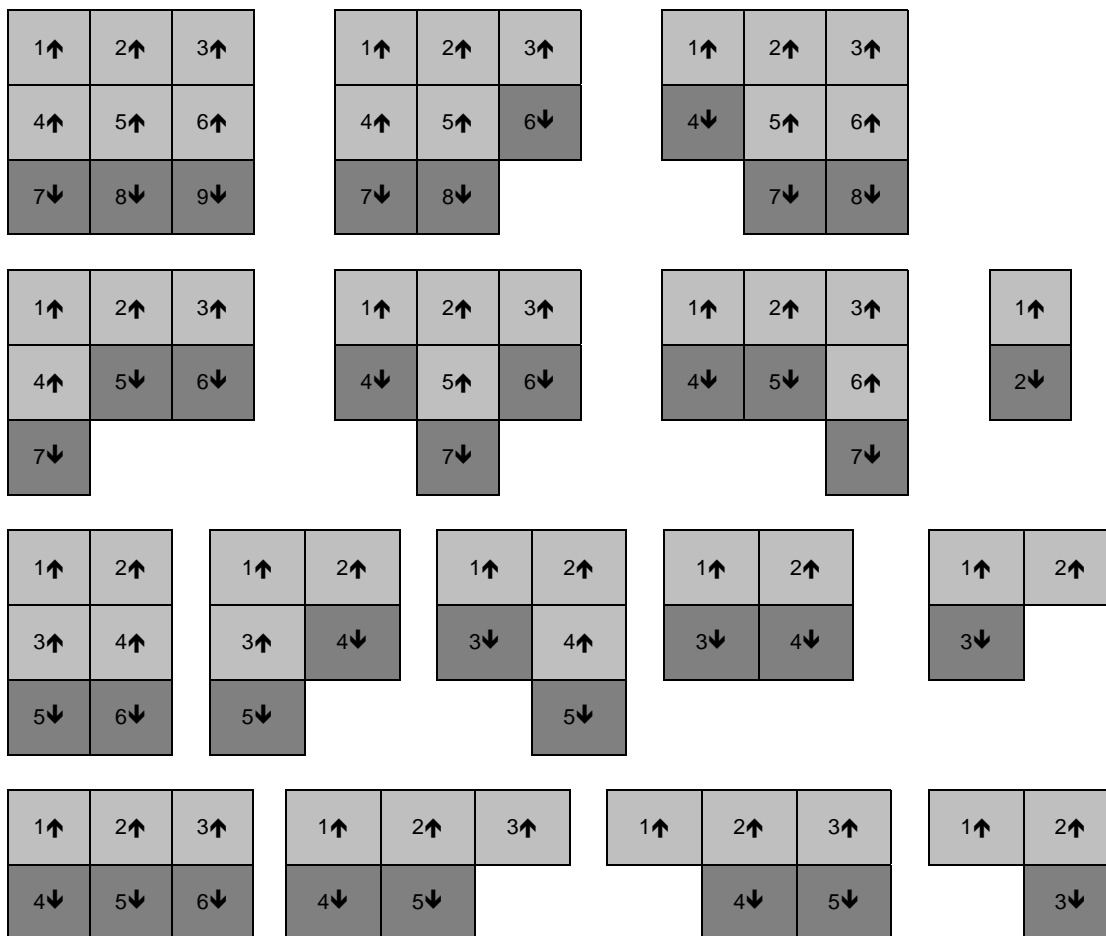
- Frame Guns
- Regular Artillery
- Heavy Artillery

Frame guns cover the very small calibre, man-handled, artillery weapons that were occasionally used for infantry support during this period. *Regular artillery* covers the vast majority of artillery weapons commonly used in the field during this period. *Heavy artillery* covers the larger calibre artillery weapons that were occasionally used in the field during this period. Siege weapons and mortars have been ignored in these rules.

Artillery units are always represented by a single stand. Artillery units defend themselves during hand-to-hand combat with improvised weapons. Historically, the amount and types of artillery deployed varied quite considerably.

Defensive Block Formation:

A *defensive block* formation is shown on the table as a valid block formation (see above) but with all of the *rear stands* of the unit turned to face the rear thus:

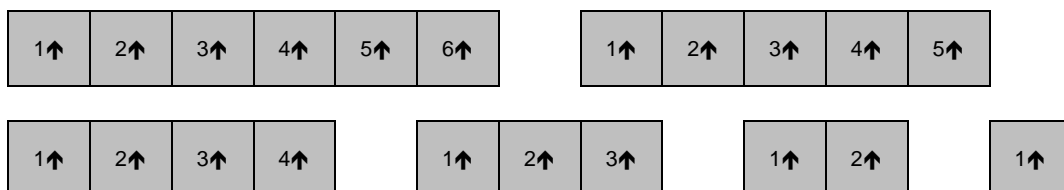


Only foot units can form defensive block formations. A *two stand* foot unit (or foot unit that has been reduced to two stands) *can* form up into a defensive block formation as shown in the examples above. A *single stand* foot unit (or foot unit that has been reduced to a single stand) *cannot* form up into a defensive block formation.

The stands of a *block* formation or *defensive block* formation must be directly forward, behind or to the side and in full contact with the other stands in a unit as shown in the examples above. No spacing, gaps, bending, off-setting or echeloning of stands, etc, is allowed (use a little common sense here please). Corner to corner only contact is not allowed for a block formation or defensive block formation.

A Line Formation:

A *line* formation is any formation that is only *one stand deep* and *any number of stands wide*. Some typical valid line formations for units (with stands facing the direction indicated by the arrows) are:



Only foot units and mounted units can form lines.

Open Order Formation:

Some units can also be deployed into an *open order* formation. **Artillery** units and **command** units are deemed to be in open order formation *at all times*. Otherwise, the only other units that can form up into open order formation are:

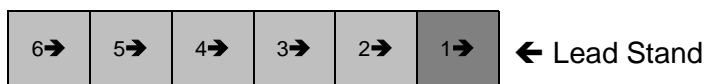
- 1) A **mounted Dragoon** unit or a **dismounted Dragoon** unit, regardless of size, can form up into an open order formation
- 2) A **Pike and Musket** unit that is **less than four stands** in size (or that has been reduced to less than four stands in size) can form up into an open order formation providing that the unit contains **no pike stands**
- 3) A **non-Heavy mounted** unit that is **less than four stands** in size (or that has been reduced to less than four stands in size) can form up into an open order formation

An open order formation is shown on the table as a **line formation** (see above). A player simply places a small **blue marker** behind the unit to indicate that the unit is deployed in open order formation.

Note: Changing formation into an open order formation (or vice versa) is a *change of formation*. To form an open order formation, the player simply changes the unit's current formation into a line formation and then places the blue marker behind the unit to indicate that the unit is now in an open order formation. Since artillery units and command units are deemed to be in open order formation at all times, they don't need to have the blue marker.

Road Column Formation:

A *road column* formation is any formation that is *only one stand wide* and *any number of stands deep*. A typical road column formation for a unit (with the stands facing in the direction of the arrows) is:



A **single stand** unit (or any unit that has been reduced to a single stand) **cannot** form a road column formation. Such a unit can only form a *line* formation or *open order* formation (see above). Any other unit, regardless of size, can form a road column formation.

A player can only change the formation of a friendly unit into a road column formation if there are **no enemy units within 24"** of the friendly unit at the time (including enemy artillery units and enemy command units). If there are any enemy units within 24" of the friendly unit at the time (including enemy artillery units and enemy command units), then that unit cannot form a road column formation (see changing formation).

Bent Formations:

The stands of a *line* formation, an *open order* formation or a *road column* formation do not need be directly forward, behind or to the side and in full contact with the another stands in the unit as shown in the examples above. These formations can be *bent* (see the movement section for details).

Setting Up

When not playing a particular scenario, players may decide between themselves as to what units their armies will have for the game (or you can use the army generating procedure in the appendix).

When not playing a particular scenario, players may decide between themselves as to:

- What the terrain layout will be and how the terrain affects the game (for guidance, see the separate [A Splendid Victory! Terrain Guidelines](#))
- How and where to set up their armies
- What the victory conditions for the game will be, etc

My advice is to keep it simple. When not playing a particular scenario, units may start the game in any valid formation. Dragoon units may start the game either mounted or dismounted. Artillery units may start the game either limbered or unlimbered.

Now, onto the rules...

The Game Turn Sequence

Each full *Game Turn* consists of a series of seven *Phases* each done in the sequence noted below:

- 1) **The Determine the Initiative Phase** (Simultaneous)
Players determine which side has the initiative for the full Game Turn
- 2) **The Firing Phase** (Simultaneous)
Both sides resolve all musket and artillery fire
- 3) **The Hand-to-Hand Combat Phase** (Simultaneous)
Both sides resolve all hand-to-hand combats
- 4) **The Remove Losses Phase** (Simultaneous)
Both sides remove their losses
- 5) **The Initiative Manoeuvre Phase**
The side with the initiative conducts any and all of its movement and charges
The non-initiative side can only react
- 6) **The Non-Initiative Manoeuvre Phase**
The side without the initiative conducts any and all of its movement and charges
The side with the initiative can only react
- 7) **The Determine Victory Phase** (Simultaneous)
Both sides determine if the game is over and if either has achieved victory

Once all of these phases are complete then the full Game Turn is over. The next Game Turn then begins by re-determining the initiative.

Determine the Initiative Phase

The Determine the Initiative Phase is first.

To determine which side has the initiative for the full Game Turn, a player from each side throws **2D6**. Total the dice throw; re-throw on a tie.

The side throwing the **lowest total** dice throw has the **initiative** for that Game Turn. The player with the initiative has a slight advantage in some circumstances.

The Firing Phase

First, a player cannot fire (shoot) a friendly **unit** if that unit is **in contact** with an enemy unit. A friendly unit that is in contact with an enemy unit **must fight hand-to-hand combat instead**.

Only **musket** stands and **artillery** stands can fire during this phase (and remember to treat any bow armed stands as musket stands). However, **limbered artillery** units, any units in a **road column** formation or any units in a **bent road column** formation **cannot fire**.

Firing is not compulsory. A player does not have to fire a friendly unit or part of a friendly unit if that player does not wish to do so.

A player cannot deliberately fire at a friendly unit. A player can only fire at an **enemy** unit (however, see artillery fire bounce-through).

A player cannot deliberately fire at an enemy unit if that unit is in hand-to-hand combat with a friendly unit (that is, you cannot fire into a hand-to-hand combat, however, see artillery fire bounce-through).

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If a unit **fires** any of its stands **at any time** during the Game Turn, then that unit has a small **red marker** placed behind that unit to indicate that that unit has fired (or perhaps a small piece of cotton wool in front of the unit would look good).

A unit would often hold its fire in anticipation of an imminent enemy attack and you can do so here as well. A unit that doesn't fire in this phase (that is, the unit has no red marker placed upon it) is deemed to be *holding its fire* (see the reactions section).

How does terrain and weather affect firing?

Players may decide between themselves as to the affects that terrain features and the weather will have on firing before the game. For guidance, see the separate terrain guidelines and weather guidelines.

Can units fire overhead?

Artillery units can fire round shot overhead. For guidance, see the separate artillery overhead fire guidelines. No other weapons can be fired overhead.

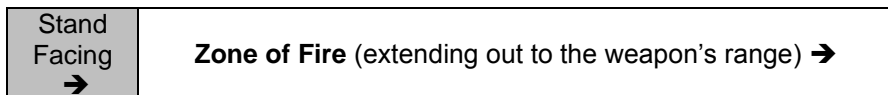
Can a unit split its fire to fire at different targets?

Yes: The individual stands in a unit can be split up to fire at different enemy targets. However, an individual stand can only ever fire at a single target.

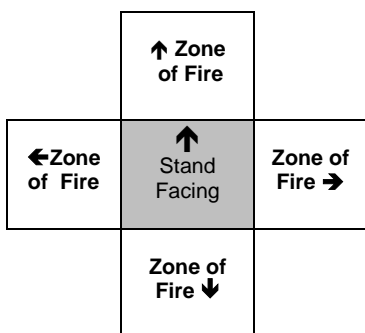
The Firing Procedure

First, a player can opt to **pivot the whole unit** once and once only immediately before any eligibility and firing from that unit is resolved (for pivoting, see the movement section). Defensive block formations can be pivoted before firing but a unit in a **bent line** formation or in a **bent open order** formation **cannot** be pivoted before firing.

Each individual **stand** has a rectangular **zone of fire** directly ahead of the stand in the direction that it is facing parallel to that stand's sides extending out to that stand's weapon's maximum range thus:



However, some **stands** may also have a zone of fire from **each** of their **four sides** regardless of the stand's facing. A musket stand in a **defensive block** formation or a musket stand in an **open order** formation or **bent open order** formation has a zone of fire from each of its four sides regardless of the stand's facing thus:



The ranges for each weapon type are:

Weapon	Range
Muskets	Upto 7"
Frame Guns	Upto 20"
Regular Artillery	Upto 40"
Heavy Artillery	Upto 60"

To measure the *range* (or distance) between any two stands at any time during the game measure the **shortest** base-to-base distance between the two stands regardless of anything in-between.

How many stands fire?

First, for a **stand** (musket or artillery) to be *eligible* to fire at a particular target the following three conditions must *all* be met:

- 1) There must be a stand in the **target** unit *in range* of the stand wishing to fire
- 2) There must be **no stands or units** (friendly or not) *anywhere* in or partially in the zone of fire **between** the stand wishing to fire and the target stand
- 3) There must be **no terrain** prohibiting firing *anywhere* in or partially in the zone of fire **between** the stand wishing to fire and the target stand

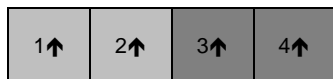
If so, then that stand is **eligible** to fire at that enemy target unit.

Other **musket** stands that are in the same unit that are not directly eligible to fire at that same target unit as noted above may also become eligible to fire at the **same** target unit providing the following three conditions are *all* met:

- 1) The musket stand must be **adjacent to and in contact** with another musket stand in the same unit that is **already eligible** to fire at that same target unit
- 2) There must be **no stands or units** (friendly or not) *anywhere* in or partially in the zone of fire of the musket stand wishing to fire and the target
- 3) There must be **no terrain** prohibiting firing *anywhere* in or partially in the zone of fire of the musket stand wishing to fire and the target

In other words, the musket stand wishing to fire must have its zone of fire completely clear of any troops (friendly or not) and clear of any terrain prohibiting firing. If so, then that stand **also becomes eligible** to fire at that same enemy target **regardless of range**.

For example, say a unit in line formation with four stands of muskets wishes to fire at a particular target.



A quick check finds that stands 1 and 2 are eligible to fire at that particular target, but the target is not an eligible target for stands 3 and 4 because the target is outside their zones of fire or is out of range.

Now, since stand 3 is adjacent to an *eligible* stand (that is, stand 2) a quick check is made and it finds that stand 3 has a completely clear zone of fire. Thus, stand 3 now becomes eligible to fire at the same target as stands 1 and 2.

Next, a check is made for stand 4 since it is now adjacent to an eligible stand (that is, stand 3). A quick check finds that stand 4 also has a completely clear zone of fire. Thus, stand 4 also now becomes eligible to fire at the same target as stands 1, 2 and 3. Thus, this unit could fire at that particular target with up to four stands.

However, if the unit had a pike stand in position 3, then stand 4 couldn't fire at that particular target because it is *not in contact with and adjacent to a musket* stand in the same unit that is already eligible to fire at that particular target. (It can be assumed that the unit's actual formation places these muskets in a position that doesn't allow them to fire at that particular target). However, even though stand 4 cannot fire at this particular target it can still fire at some other eligible target.

Thus, as implied in the example above, the positioning of the stands within a unit can be important. Thus always carefully consider the formation and positioning of the stands within your units. A timely formation change can be most advantageous.

How do you resolve firing?

All fire is simultaneous, and is resolved *unit by unit* thus:

To fire muskets:

The player simply nominates how many of the eligible musket stands in the friendly unit are firing at which eligible enemy target. The player throws **1D6 for each eligible stand** firing. However, this number of dice may be increased or decreased depending on the target unit thus:

If the target unit is in a block formation	Add 1 dice
If the target unit is in a defensive block formation	Add 2 dice
If the target unit is a mounted unit	Add 1 dice
If the target unit is in open order formation	Subtract 1 dice
If the target unit is in a bent open order formation	Subtract 1 dice

The player then throws the final number of dice. Each result on a dice of a **2 or less** will score one *hit* on the target unit. For each hit on the target unit **one green hit marker** is placed adjacent to or behind that enemy unit.

For example: A unit with four eligible stands of muskets fires at a target unit of six mounted stands that are in a block formation. The unit starts with 4D6 then adds 1D6 for the target being in a block formation and then adds one more D6 for the target being mounted, 6D6 in total requiring a 2 or less on a dice for a hit. The player throws a 1, a 2, another 2, a 4, a 5 and a 6. The 4, 5 and 6 are misses. The player has done reasonably well and achieved three hits on the mounted unit.

To fire artillery:

Each artillery stand (unit) fires independently. Depending on the range to the eligible target, the player throws a basic number of **dice** for the friendly artillery **stand** thus:

Range	Upto 10" Point Blank Hail Shot	10" to 20" Close Range Hail Shot	20" to 40" Medium Range Round Shot	40" to 60" Long Range Round Shot
Frame Guns	1	0	Cannot	Cannot
Regular Artillery	2	1	0	Cannot
Heavy Artillery	4	2	1	0

Again, this number of dice may be increased or decreased depending on the target unit thus:

If the target unit is in a block formation	Add 1 dice
If the target unit is in a defensive block formation	Add 2 dice
If the target unit is a mounted unit	Add 1 dice
If the target unit is in open order formation	Subtract 1 dice
If the target unit is in a bent open order formation	Subtract 1 dice

Again, each result on a dice of a **2 or less** will score one *hit* on the target unit. For each hit on the target unit **one green hit marker** is placed adjacent to or behind that enemy unit.

For example: A heavy artillery stand fires at an enemy Pike and Musket unit that is in a block formation 19" away. It starts with 2D6 then because the target is in a block formation it throws an additional D6, that is, 3D6 in total requiring a 2 or less on a dice for a hit. The player throws a 2, another 2 and a 5. The 5 is a miss. The player has done well and achieved two hits on the enemy unit.

Bounce-Through

Medium range artillery fire had a flat trajectory and so round shot tended to glance off the ground and continue to *bounce-through* to perhaps strike other targets. Long range artillery fire had a more plunging trajectory and so round shot tended to dig in rather than bounce-through. Hail shot was too small and light to bounce through. Thus, as a result:

- *Frame guns* do not get bounce-through
- Bounce-through only affects targets **at medium range** (targets in the 20" to 40" range)
- Any targets at long range are *not eligible* targets for bounce-through

Bounce-through **must** be resolved on the **next closest eligible target** at medium range (be it friend or foe) totally ignoring the first target already fired at as if it wasn't there. All of the normal rules for firing still apply except the artillery unit cannot pivot, and a target that is engaged in hand-to-hand combat *can* be an eligible target for bounce-through.

To resolve artillery bounce-through, the player simply re-rolls a number of dice equal to the **number of misses** on the first target with **no modifiers except terrain modifiers** (see the separate terrain guidelines).

Again, each result on a dice of **2 or less** will score a hit, and for each hit **one green hit marker** is placed adjacent to or behind the target unit. Subsequent misses by bounce-through shots are misses. Bounce-through shots do not keep bouncing-through.

Continuing the example above, the heavy artillery unit had one miss. A quick check reveals that, regrettably, the next closest eligible target for bounce-through is a friendly unit behind the original target unit that is in hand-to-hand combat with an enemy unit. The player **must** throw 1D6 with no modifiers (the number of misses) requiring a 2 or less on a dice for a hit on that friendly target. The player throws a 1. Thus, the player gets one bounce-through hit on the friendly unit and there are no more bounce-throughs.

The Hand-to-Hand Combat Phase

The Hand-to-hand Combat resolution phase is next.

Command

Once a battle was underway, commanders had very little influence on the proceedings unless they were in close proximity to where the action was. During this phase, this local influence of commanders is handled in the following manner.

During the course of the hand-to-hand combat resolution phase, as players throw dice, it may be that a player throws a particularly bad **set of dice** (see the combat resolution procedure). If so, then the close proximity of a friendly command stand (any friendly command stand) to that particular hand-to-hand combat may allow the player to **re-throw** that particular bad throw of the dice.

First, the player must determine if a unit is **eligible** for a re-throw. For a **unit** to be eligible for a re-throw that unit **must be in command**.

Heavy Mounted units and **Command** units are deemed to be **in command** at all times.

Otherwise, a unit is deemed to be in command if that unit is **within the command range** of a friendly command stand (any friendly command stand) *regardless* of any other units or terrain in-between. The command ranges are:

Command Unit	Command Range
The Commander	Units within 6"
A Sub-Commander	Units within 3"

To measure the command range between a command stand and a unit, measure the *shortest* base-to-base distance between the two units regardless of anything in-between.

Re-throws

Only those friendly units that are within the command range of a friendly command stand as noted above are *in command* and thus eligible for re-throws (and yes, command stands can re-throw for themselves).

Now, this is important: A player can only opt to re-throw the dice for **one attack of the unit per hand-to-hand combat phase**, and that player **must re-throw all of the dice just thrown**, not just some of them. Thus, any unit splitting its attack can only re-throw for one of that unit's attacks, so be careful (see the combat resolution procedure).

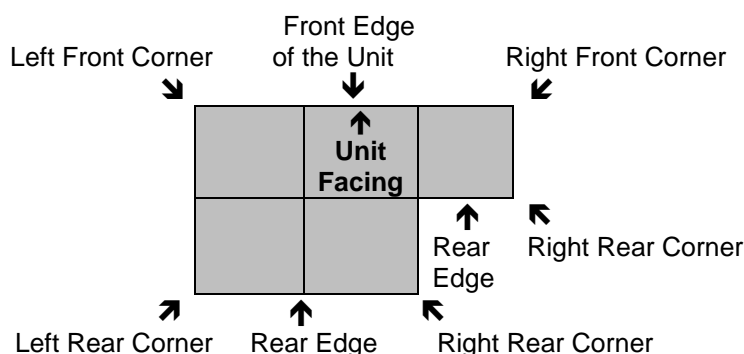
To conduct a re-throw, the player **must first announce** that he is conducting a re-throw. The player then picks up and re-throws *all* of the dice for that particular attack (see the combat resolution procedure). The result of the re-throw stands. A re-throw *cannot* be re-thrown again.

Can a unit be outflanked?

Of course: A friendly unit is said to have *outflanked* an enemy unit when hand-to-hand combat resolution commences if that friendly unit:

- 1) Has its **front edge** in contact with any of the enemy unit's **rear corners, or,**
- 2) Has either of its two **front corners** in contact with an enemy unit's **rear edge**

(See the figure below, and use some common sense here please). Any and all other situations arising *do not* constitute being outflanked.



A unit that is in a *defensive block* formation cannot be outflanked under any circumstances.

Can a unit that is close to a hand-to-hand combat join in to that hand-to-hand combat?

Yes: In fact, a unit from **either side** that is not in contact with any enemy units that is also in **close proximity** to a hand-to-hand combat **must join in** to that hand-to-hand combat **if able**.

First, some units cannot join in at any time and they are:

- **Artillery** units cannot join in
- Any **single stand** unit or any unit that has been reduced to a single stand cannot join in
- Units in a **defensive block** formations cannot join in
- Units in a **bent line** formations cannot join in
- Units in an **bent open order** formations cannot join in
- Units in a **road column** formations or in a **bent road column** formations cannot join in

Next, a friendly unit is said to be in **close proximity** to a hand-to-hand combat if it is **within 3"** of an **enemy unit** that is **already in contact** with another **friendly unit** for the purposes of hand-to-hand combat. Again, to measure the *distance* between the two units concerned measure the *shortest* base-to-base distance between the two units regardless of anything in-between.

If within the required 3" distance, then the three conditions forcing a player to join in a friendly unit in are:

- 1) That by moving the friendly unit directly forward by upto 3" (no turns or pivots), that unit will contact an *enemy* unit that is *already in contact* with another friendly unit, and,
- 2) That whilst moving directly forward, the unit will not contact or interpenetrate any other units or stands (friendly or not), and,
- 3) That whilst moving directly forward, the unit will not contact or interpenetrate any terrain prohibited to the unit moving forward to join in

If a unit satisfies the above three conditions, then that **unit must join in** and lend support. However, a player not wanting a friendly unit to join in **can test to hold back** that unit.

First, if the unit is **in command**, then that unit **can be held back without testing** (see the command section above). **Otherwise**, a unit **must test** to be held back.

To test to hold back a friendly unit, the player simply throws **1D6 requiring a 3 or less** on the dice to successfully hold back that unit, or **a 5 or less** on the dice to successfully hold back a unit if that unit is **in open order formation**.

A unit successfully passing the test to hold back simply remains in place and does nothing else this phase (the unit's commander vacillated and opted not to join in).

Otherwise, a friendly unit *failing* the test to hold back *must* be immediately moved directly forward (no turns or pivots) and into contact with the enemy unit.

Units join in at the start of the hand-to-hand combat phase before any hand-to-hand combat resolution takes place. The **player with the initiative** tests and moves any and all of his units joining in **first**. The non-initiative player then tests and moves any and all of his units joining in.

How do you resolve hand-to-hand combat?

Once all units have joined in, any friendly unit that is in base-to-base contact with an enemy unit *must* engage in and resolve that hand-to-hand combat. Further, *all of the stands* in such a unit *must* fight hand-to-hand combat, and they can only fight the *enemy*.

Players may decide between themselves as to the affects that the terrain features will have upon hand-to-hand combat before the game. For guidance, see the separate terrain guidelines.

To resolve hand-to-hand combat, players first place **one green hit marker** on **every unit** that is **currently in contact** with another unit before resolving any hand-to-hand combats. Hand-to-hand combat resolution is then simultaneous and is resolved *unit by unit*.

A player can engage any of the enemy units that are in contact with a friendly unit by splitting that friendly unit's attack in any manner desired. For example, say a player has a single friendly unit contacted by three separate enemy units. That player can use all of that unit's remaining stands to attack just one of the enemy units in contact with it, or the player can split the unit's remaining stands up in any manner desired to attack just two or even all three of the enemy units.

A *stand* can only fight *once* and once only during this phase. Further, a **friendly unit can only engage** in hand-to-hand combat against a particular **enemy unit** that it is in contact with **once only** during the hand-to-hand combat phase, so be careful.

For this single attack against that enemy unit, the player must nominate exactly what stands in the friendly unit are attacking that particular enemy unit and then throw *all* of the dice attacking that unit at once **as a set of dice**.

To resolve the hand-to-hand combat, a **stand** starts with a basic hand-to-hand **Combat Value (CV)** thus:

Stand Type	CV	Stand Type	CV
Improvised Weapons	2	Mounted Dragoons	3
Light Hand-to-hand Weapons	2	Mounted	4
Hand-to-hand Weapons	3	Heavy Mounted	5
Pikes	4	A Command stand	3

This basic hand-to-hand combat value is then **modified** (increased or decreased) thus:

- 1) Any stand in an open order formation, bent open order formation, road column formation or bent road column formation decreases its basic CV by one
- 2) A mounted stand increases its basic CV by one if attacking any non-mounted unit that is in an open order formation, bent open order formation, road column formation or bent road column formation
- 3) A mounted stand decreases its basic CV by one if attacking a unit in block formation that contains pike stands

- 4) A mounted stand decreases its basic CV by one if attacking a defensive block formation that contains no pike stands
- 5) A mounted stand decreases its basic CV by two if attacking a defensive block formation that contains pike stands

To resolve the hand-to-hand combat, the player then throws **1D6 for each stand** the player has allocated to fight. However, if the unit attacking has **outflanked** the enemy unit that it is attacking, then the player throws **2D6 for each stand fighting**.

Each result on a dice of the **modified Combat Value (CV) or less** will score **one hit** on the enemy unit. For each hit on the target enemy unit **one green hit marker** is placed adjacent to or behind that enemy unit.

For example: Two friendly but depleted Pike and Musket units (in a block formation with one stand of pikes and two stands of muskets) both manage to charge and contact an enemy Foot unit (of five stands which is also in a block formation and armed only with hand-to-hand weapons). In doing so, one Pike and Musket unit has managed to outflank the Foot unit.

First, each of the three units involved have one green hit marker placed adjacent to them.

Then, the first friendly pike and musket unit throws a *set of dice* consisting of (say) 1 red D6 for the pikes (requiring a 4 or less on a dice for a hit) and 2 white D6 for the muskets (requiring a 2 or less on the dice for a hit). The other friendly pike and musket unit that outflanked is the same however it doubles its number of dice and so throws a *set of dice* consisting of (say) 2 red D6 for the pikes and 4 white D6 for the muskets. The Foot unit having been outflanked opts to attack the unit that outflanked it with everything it's got (not surprisingly). It attacks that unit with a *set of dice* consisting of 5D6 (requiring a 3 or less on a dice for a hit).

The first friendly pike and musket unit throws and gets one hit on the Foot unit. The second friendly pike and musket unit that outflanked throws very poorly and gets no hits. With no friendly command stand in range of this unit the player cannot opt to re-throw and so sadly the throw stands. The enemy Foot unit throws reasonably well and gets three hits on the pike and musket unit that it is attacking.

Thus, the first friendly pike and musket unit ends up with one hit (the initial hit), the second friendly pike and musket unit that outflanked four hits (one initial plus three more) and the enemy Foot unit two hits (one initial plus one more).

The Remove Losses Phase

During the course of the game units will have green hit markers placed adjacent to or behind the unit. These markers on units are removed in this phase in steps thus:

- 1) Loses are removed from all units with a single stand remaining first
- 2) Loses are then removed from all units with two stands remaining next
- 3) Loses are then removed from all units with three stands remaining next
- 4) Etc

The green hit markers are removed at each step by the **non-initiative player first** and then by the player with the *initiative next*. Thus, the player with the initiative has a slight advantage (see Rout).

One stand is removed from the unit **for every two green hit markers** that the unit has on it. The player controlling the unit chooses which stands to remove. When a stand is removed then so are two green hit markers.

When a stand is removed it does not necessarily mean that all of those troops were killed. Think of stand loses as kills, wounds, effects of fatigue and panic, loss of cohesion and command control, etc, all of those things that affect the overall effectiveness and morale of that unit.

As stands are removed from defensive block formations, remaining rear stands can be turned around to maintain the defensive block formation.

If after removing the required number of stands and hit markers a unit still has a *single* hit marker remaining on that unit, then that single hit marker has no ongoing effect. Simply remove any such single hit markers (the unit recovers slightly).

Where a unit has more hit markers on an enemy unit than stands available to be removed as loses, then those excess hit markers fail to cause any further loses (it's an *over-kill*). Stands are *not* taken from some other enemy unit in contact. Simply remove any such over-kill hit markers.

Continuing the previous example, the first friendly foot unit ended up with one hit marker, the second friendly foot unit that outflanked four hit markers, and the enemy unit had two hit markers. First to remove is one of the three stand pike and musket units. The player chooses the unit with one marker. This unit loses no stands and the single hit marker is simply removed. Next to remove is the other three stand pike and musket unit with four hit markers. Two stands are removed leaving one stand. Last, it is the five stand enemy foot unit's turn to remove a stand.

Rout

Now, this is where things can get interesting:

- ***If a unit cannot maintain a valid formation*** by removing the required number of stands at the required time then that unit *immediately* breaks, disintegrates and ***routs!***
- ***If a unit cannot maintain contact with all of the enemy units that it is currently in contact with*** by removing the required number of stands at the required time then that unit *immediately* breaks, disintegrates and ***routs!***

Thus, always consider carefully how you will charge and contact enemy units. If done the right way, then you could possibly break an enemy unit very quickly.

To rout a unit, the player simply picks up *all* of that unit's remaining stands and immediately removes them from the game. Routed units do not return to the game.

Continuing the previous example, the first friendly unit had no loses, the second friendly unit that outflanked lost two stands, and the enemy Foot unit lost one stand. Now, assuming the two friendly units can remove the required number of stands and remain in contact, then when the enemy Foot unit comes to remove its stand, if it cannot maintain a valid formation or cannot remain in contact with both of the friendly units in contact with it by removing the stand, then it immediately breaks, disintegrates and routs.

Retreat

At the very ***end of this phase, any single stand*** unit or any unit that has been reduced to a single stand that is ***in contact*** with any enemy unit ***must retreat*** (the unit's commander has had enough and makes the decision to retreat). Any such single stand units are simply removed from the game. The removal of any such units is done ***simultaneously*** and any such stands retreating are deemed to have ***routed***.

Continuing the previous example, the second friendly unit that outflanked is now only one stand strong. Now, assuming the enemy Foot unit has been able to remove its losses and is still there, still in contact with both units and still in a valid formation, then this single stand unit is immediately routed.

The Movement Phase

Players may decide between themselves as to what affects the terrain will have upon movement before the game begins. Again, see the separate terrain guidelines. My advice is to keep it simple.

A player cannot move another player's units at any time.

Movement is not compulsory. A player does not have to move a friendly unit if that player does not wish to do so.

A friendly ***mounted*** unit (including mounted dragoons) that is in base-to-base contact with enemy units at the start of that player's movement phase can opt to ***disengage*** from those enemy units.

Otherwise, any friendly unit that is **in base-to-base contact** with any enemy units at the start of that player's movement phase **cannot do anything at all** during that player's movement phase. Any such units must continue to fight hand-to-hand combat instead.

A friendly unit in a **road column** formation **must** and can only **change formation** into a non-road column formation if it is **within 24"** of any enemy units (including enemy artillery units and enemy command units) at the start of that player's movement phase.

If any **stand** leaves or partially **leaves the table** for any reason whatsoever during the course of the game, then that particular stand is immediately **removed** from play (those troops were not particularly happy for some reason and took the opportunity to abscond). Any such stands removed are deemed to have routed. The remainder of the unit continues on with its manoeuvring with no further penalty.

Once a player has completed a unit's manoeuvring on the table, then that unit **cannot be moved again** during the same movement phase (unless noted otherwise or unless all players agreed to otherwise).

Can a unit interpenetrate something?

No: Whatever the phase or circumstances during the game, a unit **cannot** interpenetrate or remain interpenetrated with any other units (friendly or not) nor interpenetrate or remain interpenetrated with any type of terrain prohibited to that unit type (see the separate terrain guidelines).

However, certain units may be able to **flow around** other units in certain circumstances (see the flow around section).

What can a unit do during its movement phase?

During its movement phase, a unit can do **one and one only** of the following **actions**:

Pike and Musket units and **Foot Units** can either:

- 1) Change Formation, or,
- 2) Manoeuvre, or,
- 3) Step-Back, or,
- 4) Side-Step, or,
- 5) Charge

Heavy Mounted units and **Mounted units** can either:

- 1) Change Formation and then Manoeuvre, or,
- 2) Manoeuvre and then Change Formation, or,
- 3) Charge, or,
- 4) Disengage

Dragoon units can either:

- 1) Mount Up and then Change Formation, or,
- 2) Dismount and then Change Formation, or,
- 3) Change Formation and then Manoeuvre, or,
- 4) Manoeuvre and then Change Formation, or,
- 5) Charge, or,
- 6) Disengage (if mounted)

Unlimbered Artillery units can either:

- 1) Prolong, or,
- 2) Limber Up

Limbered Artillery units can either:

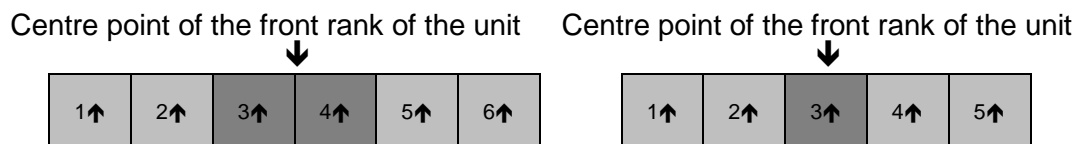
- 1) Manoeuvre, or,
- 2) Unlimber

Command units can either:

- 1) Manoeuvre, or,
- 2) Disengage

Ok. How does a unit change formation?

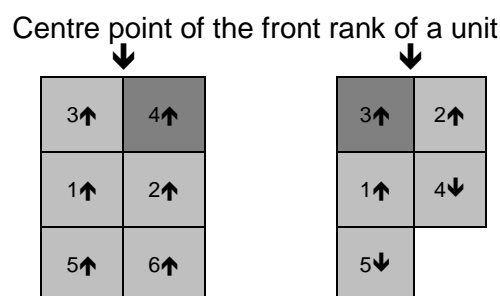
A change of formation is always done **about the centre point** of the **front rank** of the unit (unless noted otherwise) thus:



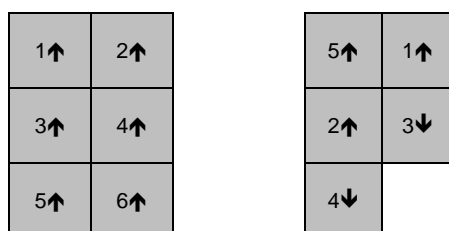
To change formation, the *stand* in the front rank of the unit at the centre point of the unit **must** remain stationary and must maintain its current position and facing while all of the other stands of the unit form a new **valid** formation **around this stationary stand**.

Where the centre point is in between two stands, the player may choose either one of those two stands (for example, stand 3 or stand 4 on the left-hand example above).

Now this is important: After changing formation, this designated stationary stand **must still be a valid stationary stand** in the new formation. For example, one possible formation change for each of the two units shown above could be:



Then, once the overall formation has been changed, the player can then change the *positions* of the individual *stands* within that formation. The final formation must still be exactly the **same** valid formation with the individual stands facing the exact same direction. For example, one possible re-arrangement of the stands within each of the formations shown above is:



A player can **only** swap around the position of the stands within a unit when that unit **changes formation**. Thus, be very careful not to accidentally swap stands about when moving, etc.

How do I manoeuvre a unit?

First, you will find that manoeuvring a unit is quite flexible, especially for mounted units. A player *manoeuvres* his units on the board, *one at a time*, by **moving and turning** the units (unless noted otherwise).

To move a unit:

The player must move a unit **directly forward** in a straight line without any deviation (use a little common sense here please). However, this straight line movement can be broken up by a **series of turns** (see below).

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Some units can also be moved directly side-ways or directly backwards by a small amount (see side-stepping, stepping back and prolonging backwards).

A player can also opt to **double-time** a friendly unit providing there are **no enemy units within 18"** of that friendly unit **at the start** of that friendly unit's movement phase (including enemy artillery units and enemy command units). Artillery units and units in defensive block formations cannot double-time.

To double-time a unit, that unit simply receives a movement allowance of *double its normal movement allowance*, and all of the standard rules of movement still apply to that unit. However, whilst manoeuvring on the table, a friendly unit double-timing **must remain at least 18" away** from *any* and all enemy units **at all times** (including enemy artillery and enemy command units).

The move, double-time and charge movement allowances for each type of unit are:

Foot Units	Move	Double-Time	Charge
Pike and Musket Units	Upto 4"	Upto 8"	Upto 4"
Other Units	Upto 5"	Upto 10"	Upto 6"
Units in Road Columns formations	Upto 6"	Upto 12"	Cannot
Units in Open Order formations	Upto 6"	Upto 12"	Cannot
Units Side-Stepping	Upto 2"	Upto 4"	Cannot
Units Stepping Back	Upto 2"	Upto 4"	Cannot
Units in Defensive Block Formation	Cannot	Cannot	Cannot

Mounted Units	Move	Double-Time	Charge
Mounted Dragoons	Upto 18"	Upto 36"	Upto 14"
Mounted Units	Upto 14"	Upto 28"	Upto 18"
Heavy Mounted Units	Upto 10"	Upto 20"	Upto 22"
Commanders	Upto 22"	Upto 44"	Cannot

Artillery Units	Move	Double-Time	Charge
Prolong Frame Gun Units	Upto 4"	Cannot	Cannot
Prolong Regular Artillery Units	Upto 2"	Cannot	Cannot
Prolong Heavy Artillery Units	Upto 1"	Cannot	Cannot
Move Limbered Artillery Units	Upto 4"	Cannot	Cannot

A unit cannot exceed its movement allowance (unless noted otherwise).

Flow Around

As noted above, some units can *flow around* other units during their manoeuvring. The only units that can flow around other units are:

- A foot unit in an open order formation can flow around
- A mounted unit (including mounted dragoons) in a block formation, in a line formation or in an open order formation can flow around
- A limbered artillery unit can flow around
- A command unit can flow around
- Any unit in a road column or bent road column formation can flow around

A **foot** unit, a **limbered artillery** unit or a **command** unit can flow around other units thus:

- Whilst **manoeuvring**, the unit can flow around **any friendly unit** that is in its path regardless of that friendly unit's size or formation

A **mounted unit** can flow around other units thus:

- Whilst **manoeuvring**, the mounted unit can flow around **any friendly unit** that is in its path regardless of that friendly unit's size or formation

- Whilst **charging**, the mounted unit can flow around **any single stand non-mounted** unit (or any non-mounted unit that has been reduced to a single stand) that is in its path **friendly or not**

A unit flowing around **cannot change formation** either before or after a flow around. A unit flowing around must remain in the exact same formation both before and after the flow around.

To flow around a unit, the unit manoeuvring or charging simply treats the unit that is in its way as if it wasn't there at all. All of the normal rules of movement and interpenetration of any other units still apply, and all of the normal terrain interpenetration restrictions also still apply.

A unit flowing around **must** end its movement **completely pass** the unit that it is flowing around. If a unit cannot complete its flow-around movement completely past the unit that is in its path, for any reason whatsoever, then that unit cannot flow around that unit at all.

Can a foot unit move sideways?

Yes: Instead of turning to the flank, moving and then turning to the front again, a foot unit can instead opt to **side-step** whilst still maintaining its current facing. Only foot units can opt to side-step.

A foot unit side-stepping only has a movement allowance of 2". The foot unit simply manoeuvres directly sideways (instead of directly forwards) by **upto 2"** whilst maintaining its current facing. A unit **cannot turn** as part of a side-step **but it can pivot** as part of a side-step.

Can a foot unit step-back?

Yes: Instead of about facing, moving back and then about facing again, a foot unit can instead opt to **step-back** whilst still maintaining its current facing. Only foot units can opt to step-back.

A foot unit stepping-back only has a movement allowance of 2". The foot unit simply manoeuvres directly backwards (instead of directly forwards) by **upto 2"** whilst maintaining its current facing. A unit **cannot turn** as part of a step-back **but it can pivot** as part of a step-back.

How do you turn a unit?

To **turn** a unit, the player simply **turns** (or rotates) the unit **about its front centre point** (for front centre point, see changing formation). Defensive block formations cannot turn but they can pivot (see pivoting below).

There is **no limit as to how many turns** a unit can do unless noted otherwise. There is **no limit as to how far** a unit can turn unless noted otherwise. A unit may turn by any amount from virtually zero to a full 360 degrees (and use a little common sense here too please). It is advisable to always give your units enough room to turn.

For example, a mounted dragoon unit with a movement allowance of 18" starts its manoeuvring by doing a 20° turn, then moves 4½" directly forward, does a 45° turn, moves another 5½" directly forward, does a 5° turn, moves another 6" directly forward before doing one more turn of 125°. Thus, the unit has moved 16" out of a possible 18" (that is 4½"+5½"+6") and has done 4 turns (a 20° turn, a 45° turn, a 5° turn and a 125° turn). As already noted, movement is very flexible.

How do you pivot a unit?

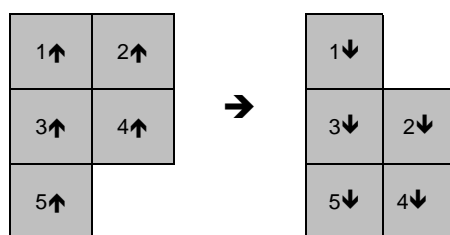
In certain situations, a unit may not be able to turn but that unit can still make a small adjustment to its facing, that is, it **pivots**. **A unit can only perform one pivot per phase.**

To **pivot** a unit, the player simply **turns** (or rotates) the unit **about its front centre point** (for front centre point, see changing formation) in such a way that the **front edge corners** of the unit move **no more than ½"** (use a little common sense here please). For pivoting purposes, a unit in a defensive mass formation has a centre point on each of its four sides.

Can a unit about-face?

Yes: An **about-face** is a special type of **turn** that can be used to change the direction that a unit is facing by exactly 180 degrees. A unit in a defensive block formation cannot conduct an about-face.

Instead of turning the unit about its front centre point by 180 degrees, a player about-faces a unit by rotating **each individual stand** of the unit by exactly **180 degrees**. If necessary, any odd stands are immediately moved forward (or backwards) to reform a valid formation thus:



Bent Formations

As noted, a player can bend a **line formation** or an **open order formation**. Forming a *line* formation (read or open order formation throughout this section as well) into a *bent line* formation (or *bent open order formation*) is a change of formation.

Of course, a player can also change a unit's formation from some other formation into a straight line formation, and then change that straight line formation into a bent line formation as part of that same change of formation (use a little common sense here please).

A unit in a bent formation can only have **one bend point**. A player forms a line formation into a bent line formation by bending the line *at one location only* by **upto a maximum of 90 degrees**, and all of the rules for changing formation and interpenetration still apply. A unit can *never* have a bend in it of greater than 90 degrees (use a little common sense here please).

To bend a unit, one part of the unit remains completely stationary while the other part of the unit bends about this stationary part. The two stands at the position where the unit is bent must remain in **rear corner to rear corner** contact or **front corner to front corner** contact. (Remember, corner to corner only contact is not allowed for block formations or defensive block formations, but it is allowed for bent line formations and bent open order formations).

Once a unit has formed a bent line formation, then that unit is considered to be in that position and in that bent formation for a defensive reason rather than being formed up and ready to manoeuvre. Thus, once a unit forms a bent line formation it cannot move, it cannot turn, it cannot pivot, etc. The unit **remains completely stationary** where it is, and in the formation that it is in.

To manoeuvre again the unit has only one option, that is, the unit must change formation into some other valid formation that can manoeuvre. This change of formation is done about the front centre stand of the unit as usual and all of the rules for changing formation and interpenetration still apply.

Can you bend a unit in a road column formation?

Yes: A player simply forms a road column formation into a bent road column formation by bending the stands of the unit in road column formation into any desired shape provided that each stand in the formation remains in **left front corner to left rear corner** contact or **right front corner to right rear corner** contact with the stand in *front* of it (use a little common sense here please).

To manoeuvre a *bent road column*, the player simply manoeuvres the unit's *leading stand*. Once the leading stand has completed its manoeuvring on the table, the rest of the unit then reforms a valid road column formation or bent road column formation behind the leading stand.

How does artillery manoeuvre?

An unlimbered artillery unit (stand) can be moved a small distance by using manpower alone, that is, the unit **prolongs**. An artillery unit prolongs (manoeuvres) like any other unit in an open order formation unless noted otherwise.

Artillery units can also be moved by using their animal teams, that is, they **limber up** and move off. The actual animal teams and limber models are not required. A player simply places a small **white marker** onto the artillery stand to indicate that the unit has limbered up. A limbered artillery unit manoeuvres like any other unit in an open order formation.

A limbered artillery unit must **unlimber** in order to set up for firing, and must be unlimbered in order to fire. To unlimber an artillery unit, the player simply turns the stand to face any direction desired and then removes the white marker from the stand. The artillery unit is then unlimbered, set up and ready to fire.

Can an artillery unit be prolonged backwards?

Yes: Instead of about facing, prolonging and then about facing again, an artillery unit can instead opt to *prolong backwards* whilst still maintaining its current facing.

An artillery unit prolonging backwards has the same movement allowance as prolonging forwards. The artillery unit simply manoeuvres directly backwards (instead of directly forwards) whilst maintaining its current facing. However, an artillery unit **cannot turn** if prolonging backwards **but it can pivot** when prolonging backwards.

How do dragoon units mount and dismount?

Dragoon units are the only units that can *mount* and *dismount*. Part of a dragoon unit cannot be dismounted while part of the unit is mounted. The whole unit must be either mounted or the whole unit must be dismounted. A dragoon unit cannot mount or dismount if it is in contact with an enemy unit.

Whilst dismounted, a dragoon unit is treated as a Pike and Musket (foot) unit unless noted otherwise. To *mount up*, the player must have the actual mounted stands. A mounted dragoon stand replaces each dismounted dragoon stand. The position, formation and facing of the unit's stands both before and after mounting up must remain exactly the same.

Whilst mounted, a dragoon unit is treated as a *mounted* unit unless noted otherwise. To *dismount*, the player must have the actual dismounted (foot) stands. A dismounted dragoon stand replaces each mounted dragoon stand. The position, formation and facing of the unit's stands both before and after dismounting must remain exactly the same.

How does a unit charge?

A player *must* use a *charge* to bring a friendly unit into contact with an enemy unit for the purpose of hand-to-hand combat. Otherwise, a player cannot voluntarily move a friendly unit into contact with any enemy unit at any time (unless noted otherwise).

Certain units cannot charge at any time and they are:

- **Artillery** units cannot charge
- Any **single stand** unit or any unit reduced to a single stand cannot charge
- Units in **defensive block** formations cannot charge
- Units in **bent line** formations or **bent open order** formations cannot charge
- Units in **road column** formations or **bent road column** formations cannot charge

Next, if a unit is **in command**, then that unit **may charge without testing** (see the hand-to-hand combat section for command and command ranges). **Otherwise**, a unit **must test** to charge.

To test to charge, the player must first nominate which friendly unit is charging which enemy unit. The player then throws **1D6 requiring a 3 or less** on the dice to successfully charge that unit.

A unit successfully passing the test to charge **cannot turn but it can pivot before** charging directly forward (for more details, see pivoting section).

The charging unit is then moved **directly forward** without any deviation and into contact with the enemy unit (use a little common sense here please). The charging unit is then deemed to be *engaged* with (*in contact* with) an enemy unit as soon as it comes into physical, base-to-base contact with the enemy unit that it charged. The charging unit immediately ceases movement upon contact.

Please note: Enemy units may be able to *react* to a friendly unit's movement or charges (see the Reactions section).

A friendly **unit failing the test** to charge cannot charge but the player **can still manoeuvre** that unit (the unit's commander only failed to take the initiative to charge, and yes, a friendly unit that failed the test to charge may still be able to *join in* later on – see the hand-to-hand combat resolution procedure).

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Can foot units charge mounted units?

Yes, but there is a restriction: A friendly foot unit that contains **no pikes** can only charge an enemy mounted unit if that friendly foot unit **will outflank** the enemy mounted unit upon contact (see hand-to-hand combat – outflanking). Otherwise, a friendly foot unit that contains no pikes cannot charge a mounted unit at any other time. A foot unit **containing pikes** can charge a mounted unit at **any time**.

What if a potential target for a charge is just outside of the normal charge move distance?

A friendly **mounted** unit can attempt to charge an enemy unit that is **upto 6"** beyond its normal charge move distance by opting to *extend its charge*. A friendly **foot** unit can also attempt to charge an enemy unit that is **upto 2"** beyond its normal charge move distance by opting to *extend its charge*. Units *reacting* cannot opt to extend their charges, but units conducting a *breaking-through* can opt to extend their charges (see the Reactions section).

To extend a unit's charge, the player **must first announce** that the unit is **extending** its charge **before** the player does anything at all with the unit. The player then tests to charge using all of the normal rules for charging (see above).

A unit that *successfully charges* and that is also *extending* its charge suffers some disorder and so immediately has **one green hit marker** placed on the unit. The unit then pivots to face the intended target of the charge, and then the unit is moved directly forward its **full charge movement** distance.

The player opting to extend the mounted unit's charge *then* throws 1D6. A **mounted** unit **must charge** this **additional 1D6"** directly forward. A **foot** unit that is extending its charge must **charge an additional 2"** directly forward.

If a unit extending its charge *fails to contact* the enemy unit that it is charging, then that charging unit simply stops where it is and does no more this phase.

For example: A player opts to charge a mounted unit at an enemy unit that is 3" beyond the mounted unit's normal charge movement distance. The player first announces his intention to extend the mounted unit's charge. The player then tests to charge and is successful. The player pivots the mounted unit to face the enemy unit, and then moves the mounted unit its full charge move distance directly forward. The player then throws 1D6 to extend the charge, requiring a 3 or more on the dice to contact the enemy unit in this example. The player throws 1D6, the result being a 2. The mounted unit **must** continue its charge movement directly forward this additional 2". Thus, in this example, the mounted unit ends its charge movement just a whisper short of the enemy unit with one hit on the charging unit.

Disengaging

As noted, a **mounted** unit (including mounted dragoons) may be able to *disengage* from the unit or units with which it is engaged (with which it is in contact with). Dismounted dragoon units, foot units and artillery units cannot disengage.

First, for a mounted unit to be able to disengage at all, **all** of the **units** that the mounted unit is currently **in contact** with must be **non-mounted** units, that is, on foot. If a friendly mounted unit is in contact with any enemy mounted units, then that friendly mounted unit cannot opt to disengage. It must remain in contact with that enemy unit and fight hand-to-hand combat.

Otherwise, to disengage a mounted unit the player simply manoeuvres the mounted unit out of contact with those units with which it is engaged using all of the normal rules of movement. For example, the unit would probably need to about-face and then try to manoeuvre away.

A mounted unit which is engaged with only **one enemy unit** when it opts to disengage suffers some disorder and so immediately has **one green hit marker** placed on the unit. A mounted unit which is engaged with **two or more enemy units** when it opts to disengage suffers considerable disorder and so immediately has **two green hit markers** placed on the unit.

A mounted unit that disengages may also be able to be *intercepted* (see the Reactions section – Intercept). However, a mounted unit disengaging can only be intercepted after it has actually disengaged from the enemy units with which it is engaged.

If a mounted unit cannot be legitimately moved out of contact with the unit or units with which it is in contact with by using the normal rules of movement, then that unit cannot disengage at all. It must remain where it is (in contact) and fight hand-to-hand combat. The mounted unit still retains the hits taken for simply opting to disengage, so evaluate your response carefully.

Can a unit be voluntarily retreated?

Yes: At the very **end of a player's Movement Phase**, when that player has completed *all* movement and manoeuvring on the table, that player can opt to voluntarily retreat friendly units.

First, any friendly **single stand** unit or any friendly unit that has been reduced to a single stand **can be voluntarily retreated** (that unit's commander has had enough of the situation and makes his own decision to retreat).

Otherwise, a friendly unit must be **in command** to be voluntarily retreated (see the hand-to-hand combat section for command).

To voluntarily retreat a friendly unit, the player controlling that friendly unit simply **announces** that the unit is retreating, picks up all of that unit's remaining stands and **removes** them from the game. Voluntarily retreated units do not return to the game and voluntarily retreated units are deemed to have routed.

Once a player opts to voluntarily retreat *any* friendly unit, then *no more friendly units* can be manoeuvred (moved, pivoted, turned, charged, etc) by that player during that same movement phase (unless the players all agree to otherwise).

Reactions

Reactions are very important within the game system. Your opponent may be able to *react* to some of your *actions* thus spoiling your plans.

- A friendly unit can only react **during the enemy's movement phase**
- A friendly unit can only attempt to **react once** and once only during the enemy's movement phase

The reactions are:

1) A friendly mounted unit can attempt to intercept an enemy unit

A friendly mounted unit (including mounted dragoons) that is not in contact with any enemy units can attempt to **intercept** an enemy unit that is moving or charging nearby.

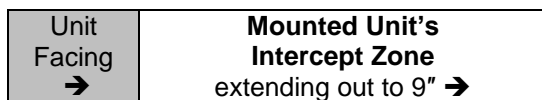
If that enemy unit is actually charging the unit reacting, then the intercept becomes a **counter-charge**. All of the rules applying to an intercept also apply to a counter-charge unless noted otherwise.

Some mounted units cannot intercept or counter-charge at any time and they are:

- Any **single stand** mounted unit (including command units) or any mounted unit that has been reduced to a single stand **cannot** intercept or counter-charge
- A mounted unit in a **bent line** formation or **bent open order** formation **cannot** intercept or counter-charge
- A mounted unit in a **road column** formation or in a **bent road column** formation **cannot** intercept or counter-charge

A player can only attempt to intercept an enemy unit that **actually moves or charges** while that enemy unit is in or partially in a friendly mounted unit's *Intercept Zone*.

A mounted unit's Intercept Zone is a rectangular zone directly ahead of the unit in the direction that it is facing and parallel to the unit's sides extending **out to 9"** thus:



A player cannot intercept a unit that is just changing formation, turning, pivoting, about facing, limbering up, unlimbering, etc. The target unit must actually be changing *position* by moving (including side-stepping, stepping-back, prolonging, disengaging, etc) or be changing position by charging.

For an enemy unit to be an *eligible target* for an intercept the following three conditions must all be met:

- 1) The enemy unit that is the target of the intercept (or counter-charge) must be ***in or partially in*** the friendly mounted unit's intercept zone at the time (see above)
- 2) There must be ***no other units*** or stands (friendly or not) anywhere in or partially in the intercept zone ***between*** the friendly unit attempting the intercept and the target unit of the intercept
- 3) There must be ***no terrain prohibiting*** charge movement for the friendly intercepting unit in or partially in the intercept zone ***between*** the unit attempting the intercept and the target unit of the intercept

If so, then that enemy unit is *eligible* to be intercepted.

To attempt an intercept (or counter-charge), the friendly player simply ***announces*** that a particular eligible friendly mounted unit is attempting to intercept (or counter-charge) the enemy unit ***at any time*** during that enemy unit's actual movement on the table, but only whilst that enemy unit is in the friendly unit's intercept zone (use a little common sense here please).

Once the attempt to intercept (or counter-charge) is declared, then the enemy player immediately ***suspends the enemy unit's movement*** on the table noting how far that the unit has already moved on the table. Then:

- A unit that is counter-charging does not need to test to counter-charge. A unit counter-charging ***counter-charges without testing***
- If the unit attempting to intercept is ***in command***, then that unit does not need to test to intercept. A unit in command ***intercepts without testing*** (for command see the hand-to-hand combat section)
- ***Otherwise***, a unit attempting to intercept ***must test*** to intercept

To test to intercept, the player attempting the intercept simply throws ***1D6 requiring a 3 or less*** on the dice to successfully intercept with that unit.

A unit successfully intercepting (or counter-charging) is then moved ***directly forward*** (no turns or pivots) into base-to-base contact with the enemy unit. ***One green hit marker*** is then placed ***on each*** of the units upon contact. Both units then do no more this phase and await hand-to-hand combat.

A unit ***failing*** the test to intercept simply remains in place and does nothing else this phase (the unit's commander failed to take the initiative to intercept).

If the enemy unit is *not* successfully intercepted, then that enemy unit is free to resume its manoeuvring or charge movement on the table again. However, this enemy unit can be intercepted again during its subsequent movement on the table, that is, a unit can be the target of more than one intercept charge during its movement on the table.

2) A mounted unit being charged can recoil

A friendly mounted unit (including mounted dragoons and command units) that is not in contact with any enemy units can opt to ***recoil*** if that friendly unit is charged and contacted by an enemy unit (either mounted or foot). ***No test is required***. However:

- A mounted unit in a ***bent line*** formation or ***bent open order*** formation ***cannot*** recoil

- A mounted unit in a **road column** formation or in a **bent road column** formation **cannot** recoil

First, the enemy unit that is charging the friendly mounted unit is moved into contact with the friendly mounted unit. The player controlling the friendly mounted unit contacted can then opt to either *stand and fight* or opt to *recoil* that unit.

If the player opts to stand and fight then both the friendly mounted unit and the enemy unit in contact with it do no more this phase and both units await hand-to-hand combat.

If the player opts to recoil, then the friendly mounted unit recoiling suffers some disorder and so immediately has **one green hit marker** placed on that unit. The player controlling the friendly mounted unit recoiling then *manoeuvres* the unit away from the enemy unit that contacted it thus:

- 1) The player then **about faces** the mounted unit if necessary (see Movement – About Facing)
- 2) The player then **turns** the mounted unit (if able – see Movement – Turning)
- 3) The player then **manoeuvres** the mounted unit **directly forward upto 12"** (that is, in a general direction away from the enemy unit that contacted it)

The unit recoiling must then manoeuvre *directly forward* in the direction that it is facing, and further, it cannot turn, pivot, about-face, bend, etc, whilst doing so (use a little common sense here please). All of the normal rules applying to the interpenetration of other units still apply (including flow around) and all of the normal terrain restrictions also still apply to the unit recoiling.

The unit recoiling should end its manoeuvring facing away from the enemy unit that contacted it, and the recoiling unit remains in the same formation both before and after the recoil.

The enemy unit that charged the friendly unit that recoiled then obtains a **break-through** as soon as the recoiling unit has finished its manoeuvring on the table (see break-through below).

3) A foot unit in open order formation being charged by enemy foot can evade

A friendly foot unit in *open order* formation that is not in contact with any enemy units can opt to *evade* if it is charged and contacted by an enemy *foot* unit. **No test is required.** However:

- A foot unit that is in a **bent open order** formation **cannot** evade.

First, the enemy foot unit that is charging the friendly foot unit is moved into contact with the friendly foot unit in open order. The player controlling the friendly foot unit contacted can then opt to either *stand and fight* or opt to *evade* with that unit.

If the player opts to stand and fight, then both the friendly foot unit and the enemy unit in contact with it do no more this phase and both units await hand-to-hand combat.

If the player opts to evade, the player controlling the friendly foot unit evading then *manoeuvres* the unit away from the enemy unit that contacted it thus:

- 1) The player then **about faces** the foot unit if necessary (see Movement – About Facing)
- 2) The player then **turns** the foot unit (if able – see Movement – Turning)
- 3) The player then **manoeuvres** the foot unit **directly forward upto 6"** (that is, in a general direction away from the enemy unit that contacted it)

The unit evading must then manoeuvre directly forward in the direction that it is facing, and further, it cannot turn, pivot, about-face, bend, etc whilst doing so (use a little common sense here please). All of the normal rules applying to the interpenetration of other units still apply (including flow around) and all of the normal terrain restrictions also still apply to the unit evading.

The unit evading should end its manoeuvring facing away from the enemy unit that contacted it, and the evading unit remains in the same formation both before and after the evade.

The enemy unit that charged the friendly unit that evaded then obtains a **break-through** as soon as the evading unit has finished its manoeuvring on the table (see break-through below).

4) A foot unit being charged can hastily form a defensive block formation

A friendly foot unit that is not in contact with any enemy units can opt to hastily close up ranks and form a *defensive block* formation when it is charged and contacted by an enemy unit (either mounted or foot). **No test is required.** However:

- A **single stand** foot unit or a foot unit that has been reduced to a single stand **cannot** hastily form a defensive block

First, the enemy unit that is charging the friendly foot unit is moved into contact with the friendly foot unit *noting how far* that the charging unit was from the friendly foot unit *before* it began its charge. The player controlling the friendly foot unit contacted can then opt to either *stand and fight* or opt to *form a defensive block formation*.

If the player opts to stand and fight, then both the friendly unit contacted and the enemy unit in contact with it do no more this phase and both units await hand-to-hand combat.

If the player opts to hastily form a defensive block with a friendly unit that is currently **in a block formation**, then that friendly unit suffers some disorder and so immediately has **one green hit marker** placed on that unit. If the player opts to hastily form a defensive block with a friendly unit that is currently **in any other formation**, then that friendly unit suffers considerable disorder and so immediately has **two green hit markers** placed on that unit.

After placing the required hits adjacent to or behind the unit, the player controlling that friendly foot unit then selects **any stand** in the foot unit that has been **contacted** by the enemy unit. This selected stand then remains stationary and in the same position while all of the other stands of the unit **form a valid defensive block** formation about this particular stationary stand (that is, the stand chosen does *not* need to be the centre front stand of the unit in this case – see changing formation).

However, if the friendly unit opting to hastily form a defensive block is unable to form a valid defensive block formation due to interpenetration restrictions with other units (friendly or not) or due to interpenetration restrictions with prohibiting terrain, then that unit cannot hastily form a defensive block at all. The foot unit simply remains where and as it was when contacted and both units await hand-to-hand combat. Further, the friendly foot unit retains the hits taken for simply opting to hastily form a defensive block, so evaluate your response carefully.

Then, if the **charging** enemy unit is a **foot unit**, then both the friendly unit that hastily formed the defensive block and the enemy unit in contact with it **do no more** this phase and both units await hand-to-hand combat.

However, if the **charging** enemy unit is a **mounted unit**, then what happens next depends on the initial charge distance thus:

- If the mounted unit started its charge from **more than 9" away** from the foot unit, then the mounted unit attempts to avoid contact with the hastily formed defensive block by **pulling up short** of the hastily formed defensive block
- **Otherwise**, the mounted unit **charges home** on and impacts the defensive block. Thus, the *foot* unit must test to see what effect the impact has

Testing to pull up short:

To test, the player controlling the friendly **mounted unit** simply throws **1D6 requiring a 5 or less** on the dice to pull up short if the enemy unit being charged **contains pike stands**, or a **3 or less** on the dice to pull up short if the unit being charged **contains no pike stands**.

If the mounted unit successfully pulls up short, then that mounted unit is moved back out of contact with the defensive block and is moved **directly backwards** (no turns, pivots, etc) along the exact same path that it came to **any position upto 9" away** from the defensive block. The mounted unit pulling up short remains facing the defensive block and both units do no more during this phase.

Then, because the defensive block was not actually contacted by the mounted unit pulling up short, the **defensive block recovers** slightly and so the player immediately **removes one green hit marker** from the defensive block.

Otherwise, if the mounted unit **fails** to pull up short, then the defensive block suffers a **light impact**. As a result of the light impact the defensive block has **one green hit marker** placed on that unit **unless** the charging unit is **a heavy mounted unit or a lance armed** mounted unit, in which case the defensive block has **two green hit markers** placed on that unit.

The mounted unit remains in contact with the defensive block. Both the unit that hastily formed the defensive block and the enemy mounted unit in contact with it then do no more this phase and both units await hand-to-hand combat.

Testing the effect of charging home:

To test, the player controlling the **foot unit** that hastily formed the defensive block simply throws **1D6**. On **a 3 or less** the defensive block is reasonably prepared and suffers a **light impact**. **Otherwise** the defensive block is ill prepared and suffers a **heavy impact**.

If the defensive block suffers a **light impact**, then the defensive block has **one green hit marker** placed on that unit **unless** the charging unit is **a heavy mounted unit or a lance armed** mounted unit, in which case the defensive block has **two green hit markers** placed on that unit. Both the unit that hastily formed the defensive block and the enemy unit in contact with it then do no more this phase and both units await hand-to-hand combat.

If the defensive block suffers a **heavy impact**, then the defensive block has **two green hit markers** placed on that unit **unless** the charging unit is **a heavy mounted unit or a lance armed** mounted unit, in which case the defensive block has **three green hit markers** placed on that unit. Both the unit that hastily formed the hasty defensive block and the enemy unit in contact with it then do no more this phase and both units await hand-to-hand combat.

5) A foot unit can opt to conduct an emergency about-face

A friendly **foot** unit that is not in contact with any enemy units can conduct an *emergency about-face* when first contacted by an enemy unit. **No test is required**. However:

- A foot unit in a **bent line** formation or in a **bent open order** formation **can** conduct an emergency about-face
- A foot unit in a **defensive block** formation **cannot** conduct an emergency about-face

First, the enemy unit that is charging the friendly foot unit is moved into contact with the friendly foot unit. The player controlling the friendly foot unit contacted can then opt to either *stand and fight* or opt to conduct an *emergency about-face*.

If the player opts to stand and fight, then both the friendly unit and the enemy unit in contact with it do no more this phase and both units await hand-to-hand combat.

If the player opts to conduct an emergency about-face, then the player immediately about-faces the friendly foot unit (see the movement section – about facing). This about-face is deemed to take place just before the enemy unit contacts the friendly unit. If necessary, the charging enemy unit can be moved back slightly to allow the friendly unit contacted to properly about-face and reform its valid formation.

Then, if the foot unit that conducted the emergency about-face **contains no pike stands**, then that unit suffers some disorder and so immediately has **one green hit marker** placed on that unit. If the foot unit that conducted the emergency about-face **contains any pike stands**, then that unit suffers considerable disorder and so immediately has **two green hit markers** placed on that unit.

Both the foot unit that about-faced and the enemy unit in contact with it then do no more this phase and both units await hand-to-hand combat.

6) A foot unit being charged can issue defensive fire

A friendly foot unit that is not in contact with any enemy units that is charged and contacted by an enemy unit can issue *defensive fire* at that enemy unit charging it but it can only do so if it **has no red marker** on it.

First, the enemy unit that is charging the friendly foot unit is moved into contact with the friendly unit. The friendly foot unit contacted can then opt to either *stand and fight* or opt to *issue defensive fire*.

If the friendly foot unit opts to stand and fight, then both it and the enemy unit in contact with it do no more this phase and both units await hand-to-hand combat.

If the friendly foot unit opts to issue defensive fire, then that unit **immediately fires** its defensive fire *at the enemy unit charging it* (no others) using all of the normal rules for firing (see firing). This defensive fire is deemed to take place just before the enemy unit contacts the friendly unit.

If the charging enemy unit suffers **two or more hits** from this defensive fire, then that charging unit immediately **flinches**. A unit flinching is immediately moved back out of contact with the friendly foot unit and is moved **directly backwards** (no turns, pivots, etc) along the same path that it came to a position **upto 3" away** from the friendly foot unit that fired at it. The flinching unit remains facing the friendly foot unit and both units do no more this phase. A red marker is then placed on the unit that fired.

If the friendly foot unit **fails to do any hits** on the enemy unit that charged it, then that **friendly foot unit** is ill prepared for the initial impact and so suffers a **light impact**.

If the unit suffers a **light impact**, then the unit has **one green hit marker** placed on that unit **unless** the charging unit is **a heavy mounted unit or a lance armed** mounted unit, in which case the defensive block has **two green hit markers** placed on that unit. Both the unit that fired and the enemy unit in contact with it then do no more this phase and both units await hand-to-hand combat.

Otherwise, both the friendly unit and the enemy unit that charged into contact with it do no more this phase and both units await hand-to-hand combat.

7) An artillery unit being charged must issue defensive fire

This reaction is **compulsory** for an artillery unit when first contacted.

First, if a friendly artillery unit is charged and contacted by an enemy unit, and that artillery unit is currently **limbered up**, then upon contact that limbered artillery unit is **overrun**. A limbered artillery unit that is overrun **breaks and routs** and so is immediately removed from the game (see rout, and yes, the guns are abandoned). The enemy unit that charged and contacted the limbered artillery unit that routed then obtains a **break-through** as soon as the routing unit has been removed from the table (see below).

Otherwise, if an artillery unit is not limbered up, and that artillery unit is charged and contacted by an enemy unit, then that artillery unit **must issue defensive fire** but it can only do so if that artillery unit **has no red marker** on it.

The enemy unit that is charging the friendly artillery unit is first moved into contact with the friendly artillery unit. The friendly artillery unit contacted then **immediately fires** its defensive fire *at the enemy unit charging it* (no others) using all of the normal rules for firing (see firing). This defensive fire is deemed to take place just before the enemy unit contacts the friendly artillery unit. A red marker is then placed on the unit that fired.

If the charging enemy unit suffers **two or more hits** from this defensive fire, then that charging unit immediately **flinches**. A unit flinching is immediately moved back out of contact with the friendly artillery unit and is moved **directly backwards** (no turns, pivots, etc) along the same path that it came to a position **upto 3" away** from the friendly artillery unit that fired at it. The flinching unit remains facing the friendly artillery unit and both units do no more this phase.

Otherwise, the friendly artillery unit is **overrun**. An artillery unit that is overrun **breaks and routs** and is immediately removed from the game (see rout, and yes, the guns are abandoned). The enemy unit that charged and contacted the artillery unit that routed then obtains a **Break-through** as soon as the routing unit has been removed from the table.

Break-Through

A *break-through* is bonus movement that *only* occurs as the result of certain *reactions* (see above). Break-throughs have the potential to be very disruptive because a unit may be able to perform a series of break-throughs (one after the other) during the same movement phase depending upon the reactions of each enemy unit involved.

Only the player whose movement phase it is can perform break-throughs thus:

- The player controlling a **mounted** unit that obtains a break-through *must* opt to either immediately **manoeuvre that unit upto 9"** and then do no more this phase **or** opt to immediately **charge that unit upto 9"** into contact with another enemy unit
- The player controlling a **foot** unit that obtains a break-through *must* opt to either immediately **manoeuvre that unit upto 3"** and then do no more this phase **or** opt to immediately **charge that unit upto 3"** into contact with another enemy unit

A unit breaking-through automatically passes the test to charge and all of the normal rules for a manoeuvring, charging, interpenetration, etc, still apply to a unit breaking-through. A unit breaking-through can opt to extend its charge.

Any units that have not yet reacted during the current movement phase **can still react** to a unit breaking-through.

Obviously, a unit that is breaking-through can well and truly exceed its normal movement allowance or charge movement allowance as the result of conducting break-throughs. A unit cannot normally exceed its movement allowance, but a unit can do so when conducting breaking-throughs.

The Determine Victory Phase

The Determine Victory Phase is last. During this phase, players determine if the victory conditions for the scenario being played have been achieved. Otherwise, if not playing a scenario, players determine if the game is over thus:

Before the game, each player totals up the number of stands that are in his army including artillery stands and command stands. Each player then calculates the $1/4$ value, the $1/3$ value and the $1/2$ value of their total stands. The $1/2$ value is that player's army *breakpoint value*.

For example, a player starts a small game with an army consisting of 69 stands. Thus, $69/4 = 17.25$ (round up) = 18, $69/3 = 23$ and $69/2 = 34.5$ (round up) = 35. This player's army breakpoint value for the game is 35 stands.

During the course of the game, each player keeps a running tally of the number of the stands removed from his army for any reason whatsoever. During this phase, all players check their running tallies.

Now, if a player's tally **exceeds** his:

- $1/4$ value then that player immediately removes **all** of his **Sub-Commander** stands
- $1/3$ value then that player immediately removes his **Commander** stand
- $1/2$ value then the **game is over**

Removal of a command stand does not represent that command figure's demise but rather reflects the growing loss of confidence in that army's commanders generally. The subsequent lack of command stands will have an effect on your army via the game mechanisms. For example, as loses begin to mount (and as command stands are removed) there will be affects on charging, joining in, dice re-throws, etc.

Once the game is determined to be over, then play immediately ceases and the final outcome of the game is determined thus:

- 1) If your opponent's running tally also exceeds his army's breakpoint value then the game is declared a **Draw**

- 2) If your opponent's running tally exceeds his 1/3 value but not his 1/2 value then your opponent has achieved ***A Minor Victory***
- 3) Otherwise, your opponent has achieved ***A Splendid Victory!***

Of course, a player can concede defeat to his opponent at any time. If a player concedes defeat to his opponent, then his opponent immediately scores ***A Splendid Victory!***

If the game is determined to be not over, then players **remove all of the red firing markers**. The next full Game Turn then begins by re-determining the initiative.

Finally

Well, that's the basic rules. Please remember that ***it's just a game!*** Try to have fun and sort out any problems thus:

- Each side throws 2D6 to decide
- Total the dice
- Re-throw on a tie
- The player with the **lowest** total dice throw gets to decide

However, be careful because the decision made for that particular situation by the winning player will then apply to *both* sides for the same situation for *remainder* of the game.

Some Suggested Variations

The following variations are optional. Players must all agree to use them.

Variable Unit Quality

Player's can agree to use variable unit quality. The three unit qualities (including for artillery units and command units) are:

- Raw
- Regular
- Veteran

Players can use their own method to decide the *quality rating* (QR) of each of their units before the game. As a guide, raw units are inexperienced units that may have had some training but have had no battle or campaign experience; regular units are units that have had training and perhaps some battle and campaign experience; veteran units are those units that have had a reasonable amount of battle and campaign experience.

The minor rule changes for units rated as **raw** are:

- When firing, a raw stand requires a 1 (instead of a 2 or less)
- When testing to charge, a raw unit requires a 2 or less (instead of a 3 or less)

The minor rule changes for units rated as **veteran** are:

- When firing, a veteran stand requires a 3 or less (instead of a 2 or less)
- When testing to charge, a veteran unit requires a 4 or less (instead of a 3 or less)
- When resolving hand-to-hand combat, a veteran stand increases its modified CV by a further 1

Anything else such as reaction tests, etc, remains unaffected by unit quality.

Variable Command Quality

Player's may wish to experiment with variable command quality. The three command qualities for commanders are:

- Charismatic
- Inspiring
- Impersonal

Players may use their own method to determine the quality of each commander before the game, or you can use dice throws as per the tables below.

The commander's quality only affects the commander's command range thus:

Dice	The Commander	Command Range
1	Charismatic	Units within 9"
2 to 5	Inspiring	Units within 6"
6	Impersonal	Units within 3"

Dice	A Sub-Commander	Command Range
1	Charismatic	Units within 6"
2 or 3	Inspiring	Units within 3"
4 to 6	Impersonal	Units within 1"

A Splendid Victory!

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(Exodus 20:15 - "Thou shall not steal.")

Appendix – Generating an Army

To start with, I suggest that you use army lists from other rule sets (there are plenty of lists out there) and adapt them as required. Otherwise, below is a simple method to generate your army if not playing a scenario.

Before the game, players agree on a total *number of throws* that they will do to generate the units that their armies will have including artillery units but not command units. Command units are as per the rules.

To generate your army, you throw 2D6 for each *throw* agreed upon. The unit (or units) that your army receives for that dice throw is determined using the table below:

Dice Throw	Unit or Units Fielded
2	A Heavy Mounted Unit
3	Two Mounted Units
4	A Dragoon Unit
5	A Mounted Unit
6	A Pike and Musket Unit
7	A Pike and Musket Unit
8	A Pike and Musket Unit or a Foot Unit
9	A Pike and Musket Unit and a Regular Artillery Stand
10	A Foot Unit and a Regular Artillery Stand
11	A Foot Unit and a Heavy Artillery Stand
12	Two Foot Units and a Frame Gun Stand

If you haven't actually got that particular type of unit or units to field, then you get *nothing* (the unit took a wrong turn somewhere and got lost on its way to the battle – it happened).

Some examples: A player throws a 3. Instead of one mounted unit, that player fields two mounted units for that throw. A player throws a 10. That player has a foot unit to field but has no more artillery stands to field. Thus, that player only fields the foot unit. A player throws a 4. That player hasn't got a dragoon unit to field. Thus, that player gets nothing for that throw. Re-throws are not allowed.

Please remember that in the rules there are minimum and maximum stand limitations for a unit's size, and that there are also average unit sizes to be adhered to. Any *stands* in excess of these limitations are simply not fielded.

Finally, you will find that the armies generally end up a little unbalanced but that's what real commanders had to put up with. More to the point, it makes for a more interesting game.

A Splendid Victory! Quick Reference Sheet – Page 1

- 1) The Determine the Initiative Phase (Simultaneous)
- 2) The Firing Phase (Simultaneous)
- 3) The Hand-to-Hand Combat Phase (Simultaneous)
- 4) The Remove Losses Phase (Simultaneous)
- 5) The Initiative Movement Phase
- 6) The Non-Initiative Movement Phase
- 7) The Determine Victory Phase

FIRING:

Weapon	Range
Muskets	Upto 7"
Frame Guns	Upto 20"
Regular Artillery	Upto 40"
Heavy Artillery	Upto 60"

For Muskets:

If the target unit is in a block formation	Add 1 dice
If the target unit is in a defensive block formation	Add 2 dice
If the target unit is a mounted unit	Add 1 dice
If the target unit is in any type of open order formation	Subtract 1 dice

For artillery:

Range	Upto 10" Point Blank Hail Shot	10" to 20" Close Range Hail Shot	20" to 40" Medium Range Round Shot	40" to 60" Long Range Round Shot
Frame Guns	1	0	Cannot	Cannot
Regular Artillery	2	1	0	Cannot
Heavy Artillery	4	2	1	0

If the target unit is in a block formation	Add 1 dice
If the target unit is in a defensive block formation	Add 2 dice
If the target unit is a mounted unit	Add 1 dice
If the target unit is in any type of open order formation	Subtract 1 dice

Each result on a dice of a **2 or less** will score one hit on the target unit.

HAND-TO-HAND COMBAT:

1D6 for each stand fighting. **Throw double** the number of dice if unit has **outflanked** the unit that it is attacking.

Stand Type	CV
Improvised Weapons	2
Light Hand-to-hand Weapons	2
Hand-to-hand Weapons	3
Pikes	4

Stand Type	CV
Mounted Dragoons	3
Mounted	4
Heavy Mounted	5
A Command stand	3

This basic CV may be increased depending on the type of stand fighting, the enemy unit and the situation thus:

- Any stand in an open order formation, bent open order formation, road column formation or bent road column formation decreases its basic CV by one
- A mounted stand increases its basic CV by one if attacking any non-mounted unit that is in an open order formation, bent open order formation, road column formation or bent road column formation
- A mounted stand decreases its basic CV by one if attacking a unit in block formation that contains pike stands
- A mounted stand decreases its basic CV by one if attacking a defensive block formation that contains no pike stands, or decreases its basic CV by two if attacking a defensive block formation that contains pike stands

Each result on a dice of the **modified CV or less** scores a hit on the target unit.

A Splendid Victory! Quick Reference Sheet – Page 2

MOVEMENT:

Pike and Musket units and **Foot Units** can either:

- 1) Change Formation, or,
- 2) Manoeuvre, or,
- 3) Step-Back, or,
- 4) Side-Step, or,
- 5) Charge

Heavy Mounted units and **Mounted units** can either:

- 1) Change Formation and then Manoeuvre, or,
- 2) Manoeuvre and then Change Formation, or,
- 3) Charge, or,
- 4) Disengage

Dragoon units can either:

- 1) Mount Up and then Change Formation, or,
- 2) Dismount and then Change Formation, or,
- 3) Change Formation and then Manoeuvre, or,
- 4) Manoeuvre and then Change Formation, or,
- 5) Charge, or,
- 6) Disengage

Unlimbered Artillery units can either:

- 1) Prolong, or,
- 2) Limber Up

Limbered Artillery units can either:

- 1) Manoeuvre, or,
- 2) Unlimber

Command units can either:

- 1) Manoeuvre, or,
- 2) Disengage

Foot Units	Move	Double-Time	Charge
Pike and Musket Units	Upto 4"	Upto 8"	Upto 4"
Foot Units	Upto 5"	Upto 10"	Upto 6"
Units in Road columns	Upto 6"	Upto 12"	Can't
Units in Open Order	Upto 6"	Upto 12"	Can't
Units Stepping-Back	Upto 2"	Upto 4"	Can't
Units Side-Stepping	Upto 2"	Upto 4"	Can't
Units in Defensive Blocks	Can't	Can't	Can't
Units in Bent Lines	Can't	Can't	Can't

Mounted Units	Move	Double-Time	Charge
Mounted Dragoon Units	Upto 18"	Upto 36"	Upto 14"
Mounted Units	Upto 14"	Upto 28"	Upto 18"
Heavy Mounted Units	Upto 10"	Upto 20"	Upto 22"
Commanders	Upto 22"	Upto 44"	Can't

Artillery Units	Move	Double-Time	Charge
Prolong Frame Gun Units	Upto 4"	Can't	Can't
Prolong Regular Artillery Units	Upto 2"	Can't	Can't
Prolong Heavy Artillery Units	Upto 1"	Can't	Can't
Move Limbered Artillery Units	Upto 4"	Can't	Can't

REACTIONS:

- 1) A mounted unit can attempt to intercept or counter-charge an enemy unit
- 2) A mounted unit being charged can recoil
- 3) A foot unit in open order formation being charged by foot can evade
- 4) A foot unit being charged can hastily form a defensive block
- 5) A foot unit being charged can conduct an emergency about-face
- 6) A foot unit being charged can issue defensive fire
- 7) An artillery unit being charged must issue defensive fire