

# A Splendid Victory!

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

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

## The Basics

First, you need two *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 although other scales can be easily adapted. The game system uses standard six sided dice reading 1 to 6. 1D6 means one standard six sided dice; 2D6 means two standard six sided dice; etc.

### 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 to 120 troops or so. The basing system I have used for my for 28 mm armies is this but you can adapt your own:

**Pike Stand, Musket Stand** or a **Foot Stand** = 40 mm frontage by 40 mm deep  
4 foot figures per stand

**Cavalry Stand** or a **Heavy Cavalry Stand** = 40 mm frontage by 40 mm deep  
2 mounted cavalry figures per stand

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

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

**Artillery Stand** = 40 mm frontage by 80 mm deep  
1 appropriate artillery model plus 3 or 4 crew figures per stand

With artillery, the artillery model and all of its crew are all glued onto the base. The stand represents two or three artillery pieces along with their crews, animal teams, supporting defensive troops, etc.

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

With command stands, a suitable mounted figure is glued onto the base. The stand represents the commander along with his advisers, messengers, bodyguard, etc.

All the figures of a stand must face the same direction, that is, 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 stands being used before play commences.

### How do the stands form a unit?

The basic types of *units* used in these rules are:

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

Command units and artillery units are represented by a single stand. All other units must start the game with a minimum of *two* stands to a maximum of *six* stands (unless agreed to otherwise).

### **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 may be all pikes, all muskets or any combination thereof. Historically, it appears that they liked about one third pike and about two thirds muskets in a unit.

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

Pike and Musket units always move, fire and fight on foot. Musket equipped stands defend themselves during hand-to-hand combat with Light Hand-to-hand weapons. Your army must always have more Pike and Musket units than Foot units (see below).

### **Foot Units**

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

Hand-to-hand weapons include weapons such as swords, spears, axes, etc. Light Hand-to-hand weapons include any small weapons such as knives, pistols, etc, or any type of improvised weapon such as clubs, artillery implements, farming implements, etc. Foot stands must be clearly identifiable as either a Hand-to-hand stand or as a Light Hand-to-hand stand. A player must advise his opponent of any unusual stands being used before play commences.

Foot units always move and fight on foot. Foot units are not equipped to fire thus Foot units only fight hand-to-hand combat. Your army must always have more Pike and Musket units than Foot units.

### **Dragoons**

Some foot units were trained and equipped with horses to move about with. Units such as these are referred to in these rules as *Dragoons*. Dragoon units can be either mounted or dismounted therefore the player needs *both* the mounted stands and the dismounted stands for a Dragoon unit.

Dismounted Dragoon units are designated as *foot* units. Dragoon units are equipped with firearms but Dragoon units can only fire if they are dismounted. Whilst dismounted, a Dragoon unit moves, fires and fights as per a Pike and Musket unit (unless noted otherwise).

Mounted Dragoon units are designated as *mounted* units. Whilst mounted, Dragoon units move and fight as per Mounted Dragoons (unless noted otherwise). Mounted Dragoon units only fight hand-to-hand combat. Historically there was about one dragoon unit in every six to eight mounted units but it did vary considerably.

### **Cavalry and Heavy Cavalry Units**

Cavalry units and Heavy Cavalry (cuirassier) units are designated as *mounted* units. The stands of a Cavalry unit or of a Heavy Cavalry unit must all be the same, that is, the stands of the unit must be all Cavalry or all Heavy Cavalry, not a mix. Cavalry units and Heavy Cavalry units cannot dismount to move or fight on foot.

Cavalry units and Heavy Cavalry units cannot fire. Cavalry units and Heavy Cavalry units only fight hand-to-hand combat. The pistols or the like that they often carried are considered to be hand-to-hand combat weapons and so their effect has been built in to the hand-to-hand combat procedures.

Heavy Cavalry was not very common during this period and so your army may not contain more than *one* Heavy Cavalry unit in every fifteen mounted units (counting dragoons as mounted units). Lance armed cavalry units occasionally popped up in this period. Treat any lance armed cavalry units as Cavalry units (not Heavy Cavalry units). Your army must always have more *foot* units than *mounted* units (always counting dragoons as mounted units).

### **Artillery**

An Artillery unit (stand) must be designated as one of two basic types, that is, as either a small Frame *Gun* or as a larger *Bombard*. Siege weapons and mortars have been ignored in these rules.

Artillery units fire as per their type. Artillery units defend themselves during hand-to-hand combat with improvised (Light-hand-to-hand) weapons. Historically there was about one artillery unit for every six to eight foot units but it did vary considerably.

### Commanders

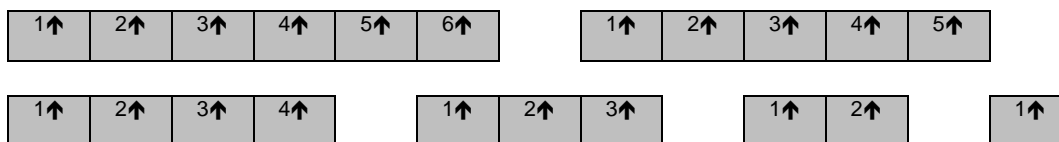
A Command unit (stand) is designated as a *mounted* unit. Command units cannot dismount to move or fight on foot. Command units cannot fire. Command units can fight hand-to-hand combat. Command units move as per a Cavalry unit unless noted otherwise.

Your army must have one and one only *Commander*. The Commander unit (stand) represents you, the player. Your army also receives one *Sub-Commander* unit (stand). In larger games, additional sub-commanders may be added providing all players agree. Command units must be clearly identifiable as either the Commander or as a Sub-Commander. Command units are units and as such they can be killed by being fired at and be killed in hand-to-hand combat, so be careful.

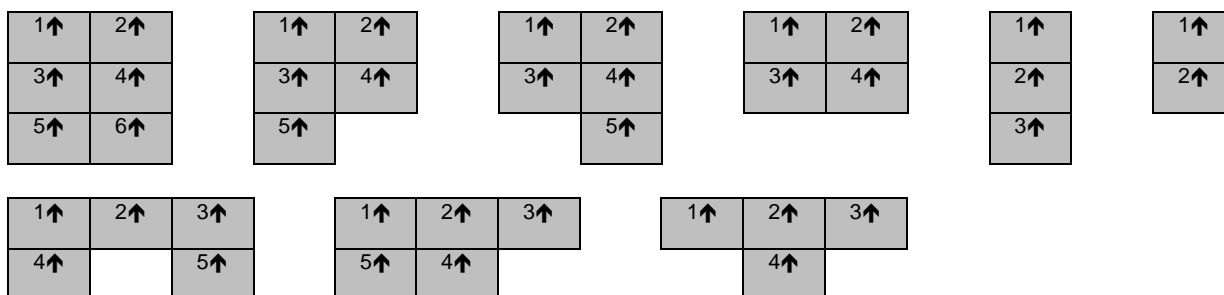
### Valid Unit Formations

The individual stands of a *unit* must *always* be formed up and be deployed on the table in a *valid formation*, that is, they must be deployed in either a *line* formation, a *mass* formation or in a *defensive mass* formation (see below).

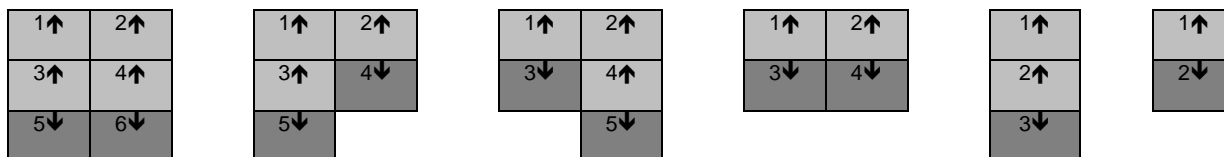
A *line* formation is any formation that is only one stand deep and any number of stands wide. Some typical valid line formations for units (with stands facing the direction indicated by the arrows) are:



A *mass* formation is any formation that is two or three stands deep and upto a maximum of three stands wide. The front row of a mass *must* always be the widest. Some typical valid mass formations for units (with stands facing the direction indicated by the arrows) are:



A *defensive mass* formation is shown as a mass formation (see above) but with all of the rear stands turned backwards to face the opposite direction. Only *foot* units can form defensive mass formations. Artillery units and mounted units cannot form defensive mass formations. Some typical valid defensive mass formations for units (with stands facing the directions as indicated by the arrows) are:



The stands of a formation must be directly forward, behind or to the side of another stand in the unit as shown in the examples above. No spacing, bending, stepping or obliquing of stands is allowed (use a little common sense here please).

### Setting Up

Players may decide between themselves as to what the terrain layout will be, how it affects the game (see the terrain guidelines in the appendix), how big their armies will be, where to set up their armies, what the victory conditions for the game will be, etc. My advice is to keep it simple.

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.

Before the start of the game, Dragoon units, Cavalry units and Heavy Cavalry units may be divided into two and deployed as two totally independent units of at least two stands each. These two *battle groups* then operate as two totally separate *units*. They cannot rejoin again during the game.

### **The Game Turn Sequence**

Each full game *Turn* (with a capital T) consists of a series of *Phases* each done in the sequence noted below:

- 1) **The Determine the Initiative Phase** (Simultaneous)  
Players determine which side has the initiative for the 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
- 6) **The Non-Initiative Manoeuvre Phase**  
The side without the initiative conducts any and all of its movement

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

### **Determine the Initiative Phase**

The Determine the Initiative Phase is first. To determine which side has the initiative, both sides first tally up the number of individual *units* that they still have on the table which have **four stands or more remaining** in each. The side with the greater number of units with four stands or more remaining in each throws 3D6 with the other side throwing 2D6. If equal, then both sides throw 2D6 each to decide.

Total the dice throw; the **highest** total dice throw has the initiative; re-throw the dice on a tie.

### **The Firing Phase**

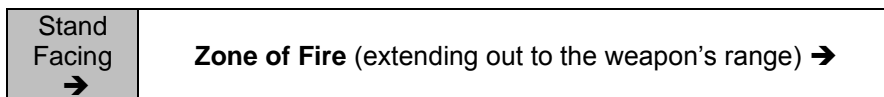
The Firing Phase is next. A *unit* cannot fire in this phase if it is in contact with an enemy unit. A unit that is in contact with an enemy unit must fight hand-to-hand combat instead.

A unit cannot fire at an enemy unit if that enemy unit is in contact with a friendly unit, that is, a unit cannot fire *into* a hand-to-hand combat (unless noted otherwise).

Only musket stands and artillery stands can fire during this phase and players can only fire at the *enemy*. Firing is not compulsory. A player does not have to fire a stand if that player does not wish to do so.

Players may decide between themselves as to the affects that the terrain features will have upon firing before the game (see the terrain guidelines in the appendix). However, all fire is direct fire. No indirect or overhead fire of any type is allowed over any units (friendly or not) nor over any terrain features such as over contours, hills, woods, buildings, etc.

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



A stand in a *defensive mass formation* has a zone of fire from each of its four sides regardless of the stand's facing. The ranges for each weapon type are:

Weapon	Range
For Muskets	Upto 7"
For Frame Guns	Upto 24"
For Bombards	Upto 96"

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

### How many stands fire?

First, a **unit may pivot slightly** once and once only per firing phase immediately before any eligibility and firing from that *unit* is resolved. A unit in a defensive mass formation can pivot slightly before firing.

To pivot before firing, the player simply rotates the unit about its **front centre point** such that its front edge corners move **no more than ¼"** (for pivoting see: Movement).

Then, for a **stand** to be eligible to fire at a particular target the following four conditions must *all* be met:

- 1) The target unit must be **in range** of the stand firing
- 2) The target unit must be the **closest** enemy unit in or partially in the stand's zone of fire
- 3) There must be **no terrain** prohibiting firing *anywhere* in or partially in the stand's zone of fire **between** the stand firing and the target unit
- 4) There must be **no stands or units** (friendly or not) *anywhere* in or partially in the stand's zone of fire **between** the stand firing and the target unit

If so, then that stand is **eligible** to fire at that target. Other stands in the same unit that are not directly eligible to fire at that same target as noted above could also become eligible to fire at the same target unit providing the following three conditions are *all* met:

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

In other words, the stand's zone of fire must be 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 target *regardless* of range.

For example, say a line of 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 the 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 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). This 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, the unit could fire at that particular target with upto 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 *adjacent* to a stand in the unit that is already eligible to fire at that target. Thus, the position of stands within a unit can be important.

### How do you resolve firing?

A stand can fire once and once only during the firing phase as noted below. A Pike and Musket unit can split its fire to fire at different eligible targets. Artillery units cannot split their fire. Artillery units can only fire at a single target. 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 unit are firing at which eligible target. The player then 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 mass or a defensive mass	Add 1 dice
If the target unit is a mounted unit	Add 1 dice
If the target unit is only a single stand strong	Subtract 1 dice

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

For example: A unit with four eligible stands of muskets fires at a target unit of six mounted stands in mass formation. The unit starts with 4D6 then adds 1D6 for the target being in a mass 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 gets 3 hits on the mounted unit.

#### To fire artillery:

An artillery unit must be *unlimbered* in order to fire (See: Movement). If so, then the player throws a basic number of dice for the artillery unit (stand) depending on the range to the target thus:

Range	Upto 12" Point Blank Grape Shot	12" to 24" Close Range Grape Shot	24" to 48" Medium Range Round Shot	48" to 96" Long Range Round Shot
Frame Guns	<b>1</b>	<b>0</b>	<b>Can't</b>	<b>Can't</b>
Bombards	<b>4</b>	<b>2</b>	<b>1</b>	<b>0</b>

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

If the target unit is in a mass or a defensive mass	Add 1 dice
If the target unit is a mounted unit	Add 1 dice
If the target unit is only a single stand strong	Subtract 1 dice

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

For example: A bombard unit fires at a Foot unit in a mass formation 20" away. It starts with 2D6 then because the target is in a mass 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 been lucky and has got two hits on the Foot unit.

### Bounce-Through

Bombard round-shot fire **at medium range** (24" to 48") may continue to glance off the ground and *bounce-through* to strike other targets at medium range. Long range round-shot fire is deemed to be plunging fire and therefore doesn't bounce-through. Frame gun fire doesn't bounce-through.

Bounce-through **must** be resolved onto the **next closest eligible target** at medium range (friendly or not) totally ignoring the first target already fired at. All of the normal rules for firing still apply except that a target in melee (already engaged in hand-to-hand combat) *can* be an eligible target for bounce-through.

To resolve bounce-through, the player simply re-rolls a number of dice equal to the **number of misses** on the first target with **no modifiers**. Again, each result on a dice of **2 or less** will score one *hit* on the

target unit. Subsequent misses by bounce-through shots are misses. Bounce-through shots do not keep bouncing-through.

For example, the bombard in the example above had one miss. A quick check reveals that there is another target eligible for bounce-through. 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 target. The player throws a 2. The player gets one bounce-through hit on the bounce-through target and there are no more bounce-throughs.

### **The Hand-to-Hand Combat Phase**

The Hand-to-hand Combat Phase is next. Any friendly unit that is in base-to-base contact with an enemy unit at the start of the Hand-to-Hand Combat Phase *must engage* in hand-to-hand combat. Further, all of the stands of 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 (see the terrain guidelines in the appendix).

#### **What effect do commanders have?**

Once a battle was underway commanders had very little influence on the proceedings unless they were in close proximity to where the action was. In these rules 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 command unit 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. Command units themselves are *not* eligible for re-throws. Otherwise, for a *unit* to be eligible for a re-throw that unit must be **within command range** of a friendly command unit (any friendly command unit) *regardless* of any other units or terrain in-between. *Heavy Cavalry* units and *Command* units are always deemed to be in command.

Commander	Command Range
The Commander	Units within <b>6"</b>
A Sub-Commander	Units within <b>3"</b>

To measure the command range measure the *shortest* base-to-base distance between the commander and the unit regardless of anything in-between. Only those friendly units that are within the command ranges of a friendly command unit as noted above are eligible for a re-throw.

Now, this is important: A player can only opt to re-throw the dice **once per unit per hand-to-hand combat phase** and the player **must re-throw all of the dice just thrown**, not just some of them, so be careful. The re-throw itself *cannot* be re-thrown.

#### **Can a unit in close proximity to a hand-to-hand combat join in?**

Possibly: A unit from *either side* that is not in contact with any enemy units and that is in close proximity to a hand-to-hand combat may be able to *join in* to that hand-to-hand combat. Some units cannot join in thus:

- Artillery units *cannot* join in
- A unit in a defensive mass formation *cannot* join in
- A single stand unit or any unit reduced to a single stand *cannot* join in but a Command unit *can* join in

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 a friendly unit for the purposes of hand-to-hand combat. 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 3", then the three conditions for a friendly unit to join in are:

- 1) That by moving the unit **directly forward** by **upto 3"** (no turns or pivots) the unit will contact the **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 (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

If so, then that unit may be able to join in and lend support. Units do not automatically join in. They may need to *test* to join in.

First, if a unit is **in command** then that unit may **join in without testing**. Remember, Heavy Cavalry units and Command units are always deemed to be in command. Otherwise, a unit *must* test to join in.

To **test** to join in the player simply throws **1D6 requiring a 3 or less** on the dice to successfully join in.

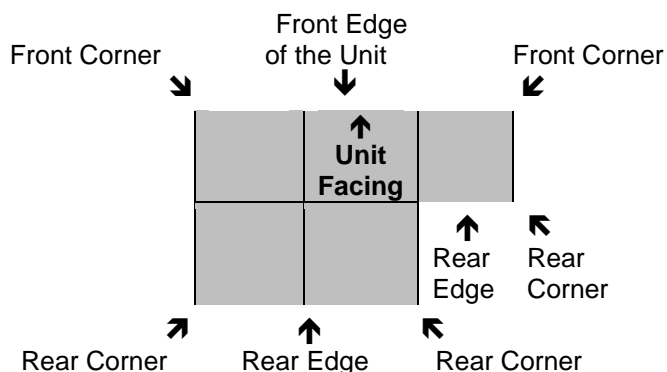
A unit successfully passing the test to join in *must* immediately move directly forward (no turns or pivots) and into contact with the enemy unit. Units join in at the start of the hand-to-hand combat phase before any hand-to-hand combat resolution takes place. The player with the initiative tests and moves any of his units that he wants to join in first. The non-initiative player then tests and moves any of his units that he wants to join in.

A unit failing the test simply remains in place and does nothing else this phase (the unit's commander thought twice about it and decided not to join in).

### Can a unit be outflanked?

Yes: A unit that is not in a defensive mass formation can be *outflanked*. A unit in defensive mass formation cannot be outflanked.

A friendly unit is said to be *outflanked* by an enemy unit if that enemy unit has its *front edge* in contact with any of friendly unit's *rear corners* or the enemy unit has either of its two *front corners* in contact with a friendly unit's *rear edge* when hand-to-hand combat resolution commences.



(Use some common sense here please). Any and all other situations arising *do not* constitute being outflanked.

### How do you resolve Hand-to-hand Combat?

The first thing to do before resolving any hand-to-hand combat is to place **one hit** marker on each unit that is in contact with an enemy unit.

Next, place **one hit** marker on a unit **for each enemy unit** that has managed to **outflank** that unit. Hand-to-hand combat resolution is then simultaneous and is resolved *unit by unit*.

A unit **may split** its stands and engage in hand-to-hand combat against any units that are in contact with it in any manner desired.

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

A *stand* in a unit 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 the player must nominate exactly what stands in his unit are attacking that particular enemy unit and then throw *all* of the dice attacking that unit at once as a **set of dice**.

A player throws **1D6 for each stand fighting**. However, this number of dice may be increased depending on the type of stand fighting and the enemy unit thus:

- 1) A **Musket** stand or a **Foot** stand in a **defensive mass** formation throws **two dice** per stand instead of one if fighting **against any type of mounted unit**
- 2) A **Cavalry** stand or a **Heavy Cavalry** stand throws **two dice** per stand instead of one if they are fighting against any **non-mounted** unit that is in a **line formation**

The player then throws the determined final number of dice. Each result on a dice of the **Combat Value (CV) or less** will score **one hit** on the target unit.

Stand Type	CV
Light Hand-to-hand Weapons	1
Hand-to-hand Weapons	2
Pikes	3
Mounted Dragoons	2
Cavalry	3
Heavy Cavalry	4
Any Command stand	5

An example: Two depleted Pike and Musket units of one stand of pikes and two stands of muskets each manage to charge and contact a Foot unit of five stands which is armed with Hand-to-hand weapons. In doing so, one Pike and Musket unit has managed to outflank the Foot unit.

First, the three units involved take one hit each. Next, the Foot unit having been outflanked by another unit takes another hit.

Then, each pike and musket unit throws a *set of dice* consisting of (say) 1 red D6 for the pikes (requiring a 3 or less on a dice for a hit) and 2 white D6 for the muskets (requiring a 1 on the dice for a hit). The Foot unit having been outflanked opts to attack the unit that outflanked it (not surprisingly). It attacks that unit with a *set of dice* consisting of 5D6 (requiring a 2 or less on a dice for a hit).

The first pike and musket unit throws and gets one hit on the Foot unit. The second pike and musket unit that outflanked throws poorly and gets no hits. With no commander in range of this unit, the player cannot opt to re-throw and so the throw stands. The Foot unit throws well and gets three hits on the pike and musket unit that it is attacking. Thus, the first pike and musket unit ends up with one hit, the second pike and musket unit that outflanked four hits, and the Foot unit three hits.

### **The Remove Losses Phase**

The Remove Losses Phase is next. *Hits* (losses) on units *are only ever removed during this phase*. Players should place small *green* hit markers next to or behind a unit to show how many hits that particular unit has taken during the various phases. Loses are removed 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

Loses 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 a unit **for every two hit markers** that the unit has taken. The player controlling the unit chooses which stands to remove. When a stand is removed then so are two 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, panic, loss of cohesion and command control, etc, all of those things that affect the overall effectiveness and morale of that unit.

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 marker (the unit recovers slightly).

Where a player scores more hits on an enemy unit than stands available to be removed as loses then those excess hits fail to cause any further loses (its an *over-kill*). Excess hits are *not* taken from some other enemy unit in contact. Simply remove any such over-kill hit markers.

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

### Rout

Now, this is where things can get interesting:

- ***If a unit cannot maintain a valid unit 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. Done the right way it 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 stands and routed units do not return to the game.

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

### Retreat

Then, at the very end of the Remove Loses Phase, ***any single stand unit*** or any unit that has been reduced to a single stand that is ***still in contact*** with an enemy unit automatically ***retreats*** (the unit's commander has had enough and decides to call it a day). Command units can ignore retreat.

Any such single stand unit is simply removed from the game. The removal of any such units retreating is done simultaneously.

Continuing the previous example, the second pike and musket unit that outflanked is now only one stand strong. Now, assuming the enemy Foot unit has removed its losses and is still there, still in contact with both units and still in a valid formation then this single stand Pike and Musket unit is immediately retreated.

## The Movement Phase

The Movement Phase is next. If a friendly unit is in base to base contact with an enemy unit at the start of the player's movement phase then that unit cannot do anything at all during its movement phase. A friendly unit can only manoeuvre again when there are no enemy units left in contact with it.

Players may decide between themselves as to the affects that the terrain features will have upon movement before the game (see the terrain guidelines in the appendix).

During a player's movement phase, that player may physically move (manoeuvre) any of his units on the table **one unit at a time**. A player cannot move any *enemy* units at any time. Once a player has completed a unit's movement (manoeuvring) on the table then that unit *cannot* be moved (or manoeuvred) again during the same movement phase unless noted otherwise.

Movement is not compulsory. A player does not have to move a unit if that player does not wish to do so. Otherwise, a unit is allowed to do **one** and one only of the following **actions** during its movement phase:

**Pike and Musket units, Foot Units** and **dismounted Dragoon Units** may either:

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

**Mounted Dragoon units** may 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

**Command units, Cavalry units** and **Heavy Cavalry units** may either:

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

**Unlimbered artillery units** may either:

- 1) Prolong (Frame Guns only), or,
- 2) Limber Up

**Limbered artillery units** may either:

- 1) Manoeuvre, or,
- 2) Unlimber

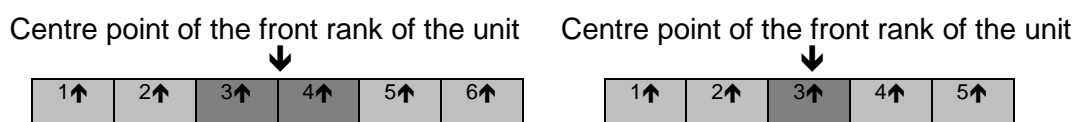
### Can a unit interpenetrate something?

No: Whatever the phase or circumstances during the game a unit *cannot interpenetrate* any other unit (friendly or not) nor interpenetrate any type of terrain prohibited to that unit type. However, mounted units may be able to *flow around* other small units in certain circumstances (See: Flow Around).

Players may decide between themselves as to what affects the terrain will have upon movement before the game (see the terrain guidelines in the appendix). My advice is to keep it simple.

### How does a unit change formation?

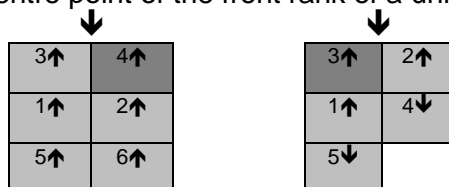
A change of formation is always done **about the centre point** of the **front rank** of the unit unless noted otherwise.



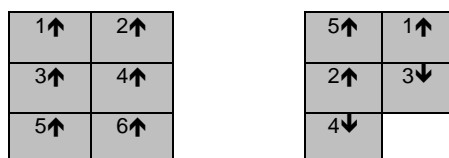
To change formation, the *stand* in the front rank of the unit at the centre point of the unit *must* remain stationary and maintain its current facing while all of the other stands of the unit form a new *valid* formation **about this stationary stand**. Where the centre point is in between two stands, the player may choose either one of those two stands (stand 3 or stand 4 on the left-hand example above).

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

Centre point of the front rank of a unit



Once the overall formation has been changed, the player may **then change the positions** of the individual **stands** within that formation. The final formation must still be the *same* valid formation. For example, a 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* so be careful when placing stands.

### 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.

#### To move a unit:

The player must move the 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** (with a lower case t). Some units can also be moved directly side-ways or directly backwards by a small amount (See: Side-stepping and Stepping-back).

A **non-artillery** unit can opt to **double-time** if there are **no enemy units** (including enemy artillery units and enemy command units) **within 18"** of that unit **at the start** of that unit's movement phase. To double-time, the unit simply receives a movement allowance of *double its normal movement allowance* (as noted above) and all of the normal rules of movement still apply to that unit.

However, whilst manoeuvring on the table, a unit double-timing **must remain at least 18" away** from any and all enemy units (including enemy artillery and enemy command units) **at all times**.

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

Unit Type	Move	Double-Time	Charge
Pike and Musket Units	Upto 4"	Upto 8"	Upto 4"
Foot Units	Upto 5"	Upto 10"	Upto 6"
Defensive Masses	<b>Can't</b>	<b>Can't</b>	<b>Can't</b>
Foot Units Stepping-Back	Upto 2"	Upto 4"	<b>Can't</b>
Foot Units Side-Stepping	Upto 2"	Upto 4"	<b>Can't</b>
Mounted Dragoons	Upto 18"	Upto 36"	Upto 9"
Cavalry and Commanders	Upto 18"	Upto 36"	Upto 18"
Heavy Cavalry	Upto 9"	Upto 18"	Upto 18"
Prolong Frame Guns	Upto 2"	<b>Can't</b>	<b>Can't</b>
Prolong Bombards	<b>Can't</b>	<b>Can't</b>	<b>Can't</b>
Move Limbered Frame Guns	Upto 4"	<b>Can't</b>	<b>Can't</b>
Move Limbered Bombards	Upto 3"	<b>Can't</b>	<b>Can't</b>

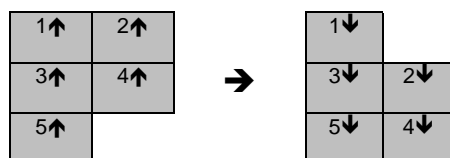
#### To turn a unit:

To turn a unit, the player simply *turns* (pivots, rotates) the unit **about its front centre point** (See: Changing Formation). There is no limit as to how far a unit may turn. A unit may turn by any amount from virtually zero to a full 360 degrees (and use a little common sense here too please). Though a unit in a defensive mass formation and bombards cannot move they can still turn (pivot).

For example, a Cavalry 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 the 4½"+5½"+6") and has done 4 turns (a 20° turn, a 45° turn, a 5° turn and a 125° turn).

### 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. **Unlimbered artillery** units and any units in **defensive mass** formations **cannot** about-face. Instead of turning (pivoting) 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**. Any odd stands are then moved forward (or backwards) to reform a valid formation thus:



### Can a unit step back?

Possibly: 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 in a defensive mass formation cannot move therefore cannot step-back.

A unit stepping-back has a movement allowance of only 2". The unit simply manoeuvres directly backwards (instead of directly forwards) by upto 2" while maintaining its current facing. A unit can still turn (pivot) as part of a step-back.

### Can a unit step sideways?

Possibly: Instead of turning, moving and then turning 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 in a defensive mass formation cannot move therefore cannot side-step.

A unit side-stepping has a movement allowance of only 2". The unit simply manoeuvres directly sideways (instead of directly forwards) by upto 2" while maintaining its current facing. A unit can still turn (pivot) as part of a side-step.

### Can a unit flow around a unit that is in its way?

Possibly: Only **mounted** units can **flow around**. A mounted unit can only flow around a single stand unit that is in their path thus:

- 1) A mounted unit that is **just manoeuvring** (not charging) may flow around **any friendly single stand** unit (or any friendly unit that has been reduced to a single stand) that is in its path
- 2) A mounted unit that is **charging** (but not intercepting) may flow around **any single stand** unit (or any unit that has been reduced to a single stand) that is in its path **friendly or not**

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

However, a unit flowing around **must** end its movement completely past the single stand unit that is in its way. If the unit cannot complete its flow-around movement completely past the single stand unit that is in its way for any reason then that unit cannot flow around that unit at all.

### 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 friendly unit cannot move into contact with an enemy unit at any time. Certain units cannot charge thus:

- A unit in a defensive mass formation **cannot** charge

- Any single stand unit or any unit that has been reduced to a single stand *cannot* charge

If a unit is *in command* then that unit **may charge without testing** (for command range see: Hand-to-hand Combat). Remember, Heavy Cavalry units are deemed to be always in command. Otherwise, a unit must test to charge.

To test, the player simply throws **1D6 requiring a 3 or less** on the dice to successfully charge.

A unit successfully passing the test to charge **may turn slightly** for free immediately before charging directly forward. To turn (pivot) before charging, the unit simply turns about its *front centre point* such that its front edge corners move **no more than ¼"** (See: Movement).

Then, the charging unit is moved **directly forward** without any deviation (use a little common sense here please) and into contact with the enemy unit. The charging unit is deemed to be *in contact* with an enemy unit as soon as it comes into physical, base-to-base contact with an enemy unit. The charging unit immediately ceases its movement upon contact and both units await hand-to-hand combat (See: Reactions).

A unit failing the test to charge cannot charge but that unit can still *manoeuvre* (the unit's commander failed to take the initiative). However, a unit failing the test to charge may still be able to *join in* later on (See: Hand-to-hand combat – Joining in).

### How does artillery move?

Most of the artillery pieces used in this period were heavy cumbersome weapons and as such were simply too difficult to move over the ground by hand. However, some of the small artillery pieces used in this period (such as frame guns) could be moved a little by using manpower alone (that is, they *prolong*). Thus, bombards cannot prolong but they can still turn (pivot). Frame guns can prolong. An unlimbered frame gun unit prolongs (manoeuvres) like any other unit.

All artillery units can be moved by using animal teams (that is, they *limber up* and move off). The actual animal team figures are not required. A player simply indicates that an artillery unit has limbered up by placing a small *white* indicator onto the artillery unit's base. A limbered artillery unit then manoeuvres like any other unit.

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 (pivots) the artillery stand to face any direction desired and then removes the limbered up indicator from the unit's base. The artillery unit is then unlimbered and is ready to fire.

### How do Dragoon units mount and dismount?

Dragoon units are the only mounted units that can *mount* and *dismount*. Part of a Dragoon unit cannot be dismounted while part of the unit is mounted, that is, the whole unit must be either mounted or 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 per a Pike and Musket unit. To *mount up*, the player must have the actual mounted stands. A mounted stand replaces each dismounted (foot) stand. The formation and facing of the unit's stands both before and after mounting up must remain the same.

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

### Can a unit be voluntarily retreated?

Though not strictly in the spirit of the game, yes. Any friendly single stand unit or any friendly unit reduced to a single stand can be voluntarily retreated (the unit's commander has had enough of the situation and makes the decision to retreat). All other units *must be in command range* of a friendly commander (any commander) to be retreated (for command range see: Hand-to-hand Combat).

A unit can **only** be voluntarily retreated **at the very end of the player's movement phase**. To voluntarily retreat a friendly unit, the player controlling the unit simply announces that the unit is retreating, picks up all of that unit's remaining stands and removes them from the game. Retreated units do not return to the game. Players may decide between themselves as to what affects retreated units have on the victory conditions for the game.

## Reactions

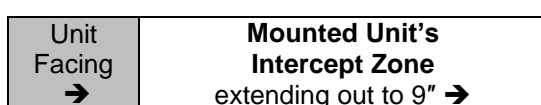
Reactions are very important within the game system. Your opponent may be able to *react* to some of your *actions* during your movement phase.

A unit can only react *during the opponent's movement phase* and a unit can only attempt to **react once only** during the opponent's movement phase. The reactions are:

### 1) A mounted unit may attempt to intercept an enemy unit

A friendly *mounted* unit that is not in contact with any enemy units may attempt to *intercept* an enemy unit. However, a single stand mounted unit (including Command units) or any mounted unit that has been reduced to a single stand *cannot* intercept.

A mounted unit can only attempt to intercept (that is, charge) an enemy unit that **actually moves or charges** whilst in or partially in that mounted unit's *Intercept Zone*. A mounted unit's Intercept Zone is directly ahead of the unit in the direction it is facing and parallel to the unit's sides extending *out to 9"* thus:



A mounted unit 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 or prolonging) 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 target unit for the intercept must be **in or partially in** the friendly 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 of 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 the enemy unit is *eligible* to be intercepted and may be intercepted. A counter-charge is a type of intercept.

To conduct an intercept, the player simply announces that a particular friendly mounted unit is attempting to intercept the enemy unit **at any time** during that enemy unit's actual movement on the table (but only while that enemy unit is within that friendly mounted unit's intercept zone). Once the intercept is declared, the enemy unit immediately **suspends its movement** noting how far it has already moved. The friendly mounted unit must then **test to intercept**.

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

A unit successfully passing the test to intercept is immediately moved *directly forward* (no turns or pivots) and into base-to-base contact with the enemy unit. Both units do no more this phase and await hand-to-hand combat. A unit that successfully conducts an intercept charge suffers some disorder and so immediately **takes one hit**.

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).

If the enemy unit is *not* successfully intercepted then that enemy unit is free to resume its manoeuvring or charge movement again on the table again. This enemy unit can be intercepted again by other friendly mounted units during its subsequent movement on the table (that is, a unit can be the target of more than one intercept charge during its movement).

A Splendid Victory is available as a free download at [www.runtus.org](http://www.runtus.org)

## 2) A mounted unit being charged may recoil

A friendly *mounted* unit (including command units and mounted dragoon units) that is not in contact with any enemy units may opt to *recoil* if charged. **No test is required.**

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

If the friendly mounted unit contacted 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 unit contacted opts to recoil then the player controlling the recoiling unit must **manoeuvre** (move and turn) the mounted unit to a position on the table that is:

- 1) **Is at least 18"** away from the charging unit, and,
- 2) **Is no more than 24"** away from the charging unit, and,
- 3) **Is at least 18"** away from *any and all other units* on the same side as the charging unit (including artillery units and command units)

(Use a little common sense here please). All of the standard rules for *manoeuvring* (not charging) a unit still apply to the recoiling unit and all of the normal terrain and interpenetration restrictions also still apply to the recoiling unit. A friendly unit that opts to recoil suffers some disorder and so immediately **takes one hit**. The enemy unit that charged then obtains a **Break-through** (see below).

If the friendly unit opting to recoil cannot be legitimately manoeuvred to a valid position anywhere on the table then that unit cannot recoil at all and simply remains in contact with the charging unit for hand-to-hand combat. However, the mounted unit still takes the one hit for simply opting to recoil.

## 3) A dismounted Dragoon unit being charged by foot may evade

A friendly *dismounted Dragoon* unit that is not in contact with any enemy units may opt to *evade* if charged by an enemy *foot* unit. **No test is required.**

First, the enemy foot unit that is charging the friendly dismounted Dragoon unit is moved into contact with the dismounted Dragoon unit. The dismounted Dragoon unit contacted must then opt to either *stand and fight* or opt to *evade*.

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

If the friendly dismounted Dragoon unit contacted opts to evade then the player controlling the evading unit must **manoeuvre** (move and turn) the evading unit to a position on the table that is:

- 1) **Is at least 9"** away from the charging unit, and,
- 2) **Is no more than 12"** away from the charging unit, and,
- 3) **Is at least 9"** away from *any and all other units* on the same side as the charging unit (including artillery units and command units)

(Use a little common sense here please). All of the standard rules for *manoeuvring* (not charging) the unit still apply to the evading unit and all of the normal terrain and interpenetration restrictions also still apply to the evading unit. A friendly unit that opts to evade suffers some disorder and so immediately **takes one hit**. The enemy unit that charged then obtains a **Break-through** (see below).

If the friendly unit opting to evade cannot be legitimately manoeuvred to a valid position anywhere on the table then that unit cannot evade at all and simply remains in contact with the charging unit for hand-to-hand combat. The dismounted Dragoon unit still takes the one hit for simply opting to evade.

## 4) A foot unit may form a hasty defensive mass

Any friendly *foot* unit that is not in contact with any enemy units may opt to hastily close up ranks and form a *defensive mass* when charged by an enemy unit (either mounted or foot). Mounted units, artillery units, single stand units or any unit reduced to a single stand cannot form hasty defensive masses. **No test is required.**

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 is from the friendly foot unit when it begins its charge. The friendly foot unit contacted must then opt to either *stand and fight* or opt to hastily *form a defensive mass*.

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 contacted opts to hastily form a defensive mass then the player controlling the charged foot unit selects one of the stands in the foot unit that has been contacted by the enemy unit. This selected stand then remains stationary while all of the other stands of the unit form a valid defensive mass formation about this stationary stand.

If the friendly foot unit opted to form a defensive mass **from a mass** formation then it suffers some disorder and so immediately **takes one hit**. If the friendly foot unit opted to form a hasty defensive mass **from a line** formation then it suffers considerable disorder and so immediately **takes two hits**.

If the friendly unit opting to form a defensive mass cannot form a defensive mass due to interpenetration restrictions with other units (friendly or not) or due to interpenetration restrictions with prohibiting terrain then that unit cannot form a hasty defensive mass at all. The unit must remain in its current formation and both it and the enemy unit in contact with it do no more this phase and both units await hand-to-hand combat. The unit still takes the one or two hits for simply opting to form a hasty defensive mass.

Then, if the defensive mass has no pike stands in it then both units do no more this phase and both units await hand-to-hand combat.

However, if the foot unit that formed the defensive mass **has pike stands** in it and if the charging unit is a **mounted** unit then the *charging* player **must test** to see how the mounted unit actually responds to the foot unit forming up into a hasty defensive mass (the charging unit's commander makes a snap decision) thus:

- If the mounted unit started its charge from **more than 9" away** from the foot unit then the mounted unit will try to attempt to avoid contact with the defensive mass by **pulling up short** of the defensive mass, or,
- If the mounted unit started its charge from **9" or less away** from the foot unit then the mounted unit will try to attempt to avoid contact with the defensive mass by **turning about** and moving away from the defensive mass

#### **Testing to Pull Up Short:**

To test, the player simply throws **1D6 requiring a 5 or less** on the dice to successfully *pull up short*.

If the mounted unit successfully passes the test to pull up short then the mounted unit is moved out of contact with the defensive mass and is moved **directly backwards** (no turns, pivots, etc) along the path that it came to a position **upto 9" away** from the defensive mass. The unit pulling up remains facing the defensive mass and does no more this phase. The defensive mass retains the hit markers.

If the mounted unit fails the test to pull up short then that mounted unit simply remains in contact with the defensive mass and both units await hand-to-hand combat.

#### **Testing to Turn About:**

To test, the player simply throws **1D6 requiring a 5 or less** on the dice to successfully *turn about* and move away.

If the mounted unit successfully passes the test to turn about and move away then that mounted unit is immediately **about faced** and is then moved out of contact **directly forwards** (no pivots, turns, etc) to a position **upto 9" away** from the defensive mass. The mounted unit that turned about and moved away remains facing away from the defensive mass and does no more this phase. The defensive mass retains the hit markers and the mounted unit that turned about and moved away also suffers some disorder and so immediately **takes one hit**.

If the mounted unit fails the test to turn about and move away then that mounted unit simply remains in contact with the defensive mass and both units await hand-to-hand combat. However, due to initial

closeness of the charge by the mounted unit, the *foot* unit contacted has been caught in the process of changing formation and so immediately takes ***an additional hit***.

### 5) A unit may conduct an emergency about-face

Any ***non-artillery*** unit that is not in contact with any enemy units may opt to conduct an *emergency about-face* when first contacted by an enemy unit (either mounted or foot). ***No test is required***.

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

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

If the unit opts to do an emergency about-face then it immediately about-faces (See: Movement). Both units cease movement at that point and they both await hand-to-hand combat. A ***foot unit*** that ***contains pike stands*** that conducts an emergency about-face suffers some disorder and so immediately ***takes one hit***. Any ***mounted unit*** that conducts an emergency about-face suffers considerable disorder and so immediately ***takes two hits***.

### 6) An artillery unit being charged must test to stand

Any *artillery* unit that is not in contact with any enemy units ***must test to stand*** if it is charged and contacted by an enemy unit (either mounted or foot). This reaction is compulsory for an artillery unit.

First, the enemy unit that is charging the friendly artillery unit is moved into contact with the friendly artillery unit. The friendly artillery unit contacted ***must*** then ***test*** to see if it will stand and defend itself or whether it will take flight (rout).

To test, the player simply throws ***1D6 requiring a 2 or less*** on the dice to successfully stand. Limbered artillery units do not need to test. A limbered artillery unit automatically fails the test to stand.

If the artillery unit successfully passes the test to stand and fight then both it and the enemy unit in contact with it do no more this phase and they both await hand-to-hand combat.

If the artillery unit fails the test to stand, or if the artillery unit is currently limbered up, then that artillery unit breaks, ***routs*** and is immediately removed from the game (See: Rout). The enemy unit that charged the artillery unit then obtains a ***break-through*** (see below).

### Break-Through

A *Break-through* is special 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 contacted. Only the player whose movement phase it is can perform Break-throughs.

A ***foot*** unit that obtains a break-through must immediately opt to either ***stop*** where it is (no turns or pivots) and do no more this phase or opt to ***charge upto 3"*** directly forward and into contact with another enemy unit. The unit breaking-through automatically passes the test to charge and all of the normal rules for a charge still apply.

A ***mounted*** unit that obtains a break-through must immediately opt to either ***move upto 3" directly forward*** and ***stop*** where it is (no turns or pivots) and do no more this phase or opt to ***charge upto 9"*** directly forward and into contact with another enemy unit. The unit breaking-through automatically passes the test to charge and all of the normal rules for a charge still apply.

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 may exceed its normal movement allowance or charge movement allowance as the result of break-throughs. This is allowed.

### Finally

Well, that's the basic rules. Please remember ***it's just a game!*** Try and have fun and sort out any problems that you may have by means of a dice throw thus:

- Each side throws 2D6 to decide; total the dice; re-throw on a tie; the *highest* total dice throw gets to decide

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

Remember: It's just a game – enjoy it!

*Trevor Raymond*

### *A Splendid Victory!*

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

## **Appendix: Some Variations**

### **Variable Unit Sizes**

Player's may wish to vary the six stand limitation on units. If using variable unit sizes then your army cannot exceed an *average of six stands* per unit (not counting command units or artillery units). However, and this is important, if using variable unit sizes then:

- No foot unit fielded can be more than *nine* stands strong
- No mounted unit fielded can be more than *seven* stands strong (including Dragoons)
- No mass formation or defensive mass formation can ever be *more than three stands wide* or *more than three stands deep*

Artillery units and command units remain the same at one stand each.

### **Variable Unit Quality**

Player's may also wish to experiment with variable *unit quality*. Players may use their own method to decide the quality of each of their units before the game. The three overall unit qualities for units (including command units and artillery units) are *Veteran*, *Trained* and *Raw*.

The rule changes for units rated as Veteran are:

- When firing, a Veteran stand requires a 3 or less
- When resolving hand-to-hand combat, a Veteran stand increases its CV by 1
- When testing to charge, a Veteran unit requires a 4 or less

The rule changes for units rated as Raw are:

- When firing, a Raw stand requires a 1
- When testing to charge, a Raw unit requires a 2 or less

Reactions and reaction tests remain unaffected.

### **Variable Command Quality**

Player's may also wish to experiment with variable command quality. Players may use their own method to decide the quality of each commander before the game. The three command qualities for commanders are *Charismatic*, *Inspiring* and *Impersonal*. The commander's quality only affects the commander's command range thus:

Dice	The Commander	Command Range
6	Charismatic	Units within 9"
3 to 5	Inspiring	Units within 6"
1 or 2	Impersonal	Units within 3"
Dice	A Sub-Commander	Command Range
6	Charismatic	Units within 6"
4 or 5	Inspiring	Units within 3"
1 to 3	Impersonal	Units within 1"

## Appendix: Determining the Winner

This is a suggested method to determine the winner if not playing a scenario. Before the game, each player totals up the number of stands that are in his army including artillery stands and command stands. Both armies should start the game with about the same number of stands if possible.

Each player then calculates the  $1/5$  and  $1/3$  of this total. The  $1/3$  number is the army breakpoint value.

For example, two players start a game with armies of 68 stands each. Thus,  $68/5 = 13.6$  (round up) = 14 and  $68/3 = 22.66$  (round up) = 23. The army breakpoint value is 23.

Each player then keeps a running tally of the number of the *stands removed* from his army during the course of the game. Routed stands count as one stand. Retreated stands count as half a stand.

At the very start of each Game Turn, each player checks his running tally. If either player's running tally exceeds his army breakpoint value (the  $1/3$  value) at the start of the Game Turn then the game is over and the outcome of the game is determined thus:

- 1) If your opponent's running tally also exceeds his army breakpoint value then the game is declared a ***Draw***
- 2) If your opponent's running tally exceeds his  $1/5$  value but not his  $1/3$  value then your opponent has achieved ***A Narrow Victory***
- 3) Otherwise, your opponent has achieved ***A Splendid Victory!***

However, as you may recall, the Commander unit (stand) represents you, the player. Thus, if your Commander unit (stand) is removed from the game for any reason whatsoever then you immediately lose the game and your opponent scores ***A Splendid Victory!***

## Appendix: Terrain Guidelines

For game purposes there are two basic types of terrain. They are:

1. ***General terrain*** features, that is, terrain features which generally take up an *area* such as contours, hills, woods, rough ground, swamps, villages, etc.

Small individual structures such as individual farm buildings, bridges, mills and the like are still general terrain features (small ones) and they are referred to as ***Landmarks***. All such general terrain features take up a definite area and as such must have a well defined *boundary edge*.

2. ***Linear terrain*** features, that is, terrain features that are *linear in nature* such as hedge-rows, wooden fences, stone walls, streams, rivers, roads, etc.

### How does terrain affect movement?

First, a unit is classed as ***interpenetrated with*** (or interacting with) a terrain feature if *any* of the stands of that unit are wholly or partially on, in or in contact with that terrain feature. Some unit types may be prohibited from interpenetrating certain types of terrain features.

Some terrain features may require a unit type to move at ***half rate*** whilst interpenetrated with them. If so, then half rate movement is conducted thus:

- The unit moves normally until it contacts the terrain feature in question
- From then on, whilst ever the unit is wholly or partially interpenetrated with that terrain feature, then any form of movement such as moving, charging, intercepting, prolonging, etc, costs that unit double, that is, the unit deducts 2" off its movement allowance for every 1" of actual movement it does on the table

This half rate movement penalty ***is not cumulative***. A unit does not keep halving its rate. If *any* movement penalty applies to a unit, then that unit simply moves, charges, etc, at half rate.

### How does terrain affect firing?

Certain terrain features may give a unit being fired at some protection. A target **unit** can claim **cover** for a terrain feature if **more than half** of the stands **firing at it** have that terrain feature anywhere in or partially in their firing zones **between** the firer and the target unit.

A unit firing at an enemy unit claiming cover then uses **half the number of dice** that it would normally use to fire at that target unit (round fractions down). This halving of this firing dice penalty **is cumulative**. A unit firing keeps halving the number of dice for each terrain feature requiring it (round fractions down).

### How does terrain affect hand-to-hand combat?

Certain terrain features may give a **unit** an **advantage** in hand-to-hand combat for defending on, in or behind that terrain feature depending upon the circumstances. A unit can claim to be **defending** a terrain feature providing **both** of the conditions below apply to that unit:

1. The unit defending is wholly or partially interpenetrated with or is wholly or partially in contact with a terrain feature that can give that defending unit a hand-to-hand advantage, and,
2. The unit that charged into contact with the defending unit actually charged over or through any part of that particular terrain feature that can give that the stationary unit a hand-to-hand advantage

If so, then the unit is said to be **defending** that terrain feature and can claim a **hand-to-hand advantage**.

A friendly **unit that charged** an enemy unit which has a hand-to-hand advantage against it then uses **half the number of dice** that it would normally use for **the next hand-to-hand combat resolution phase only** (round fractions down).

The halving of the dice penalty in hand-to-hand combat **is cumulative**. The unit that charged keeps halving the number of dice thrown for each terrain feature requiring it. Upon contact, players should place a **yellow** marker next to or behind a unit to indicate each halving of the dice required. These counters are removed at the end of the next Hand-to-hand combat phase. In subsequent rounds of hand-to-hand combat, both units are in close hand-to-hand combat (in melee) and so both units fight normally.

### General Terrain Features:

The particular details for the general terrain features are:

**Contours** represent the gentle undulations across the battlefield.

- Contours have no effect on movement, charging, etc
- Contours do not stop musket fire onto or off the contour
- Contours do not stop artillery fire onto or off the contour
- Contours stop artillery fire at targets *behind* and *beyond* the contour
- Contours stop artillery bounce-through onto targets *behind* and *beyond* the hill
- Contours give no hand-to-hand advantage or cover

**Hills** are a little bigger, higher and steeper than contours.

- All units move, charge, etc, onto, over and off hills at half rate
- Hills do not stop musket fire onto or off the hill
- Hills do not stop artillery fire onto or off the hill
- Hills stop artillery fire at targets *behind* and *beyond* the hill
- Hills stop artillery bounce-through onto targets *behind* and *beyond* the hill
- Hills give no hand-to-hand advantage or cover

**Rough Ground** includes any area of rough, rocky or uneven ground. Players must define what areas of rough ground are **passable** and what areas of rough ground are **impassable** before the start of the game. Impassable rough ground is impassable to all units except along roads through it. Otherwise:

- Passable rough ground has no effect on foot units moving into, through or out of it
- All other units move into, through or out of passable rough ground at half rate

- Mounted units cannot charge or intercept into, through or out of any rough ground
- Foot units may charge into, through or out of rough ground but do so at half rate
- Rough ground has no effect on musket fire or artillery fire
- Rough ground stops artillery bounce-through onto targets *behind* and *beyond* the rough ground
- Rough ground gives a hand-to-hand advantage

### **Boggy Ground, Marsh and Swamps**

All areas of boggy ground, marsh, swamp and the like are impassable to all units except along roads through them.

### **Woods**

Woods are small patches of wooded areas. A wood consists of a base (representing the boundaries of the wood) with some suitable model trees placed thereon. An area of woods must be at least 6" across but not more than 12" across any direction. Wooded areas must be at least 12" apart. The model trees are removed whenever a unit *enters* the wood, and are placed back on the base whenever there are no units left within the wood boundaries.

- Artillery units cannot enter woods
- All other units can move into, through or out of woods but do so at half rate
- Mounted units cannot charge or intercept into, through or out of woods
- Woods do not stop musket fire into or out off the woods
- Woods do not stop artillery fire into or out off the woods
- Woods stop artillery fire at targets *behind* and *beyond* the woods
- Woods stop artillery bounce-through onto targets *behind* and *beyond* the woods
- Woods give both hand-to-hand advantage and cover

### **Forests**

Most battles took place in the relative openness outside the larger forested areas. Therefore, all forested areas are considered to be impassable to any units except along roads through them.

### **Villages**

The only built-up areas considered in these guidelines are villages. This is simply because virtually all battles took place outside the larger towns and cities. Thus, for game purposes, larger built-up areas such as towns and cities are totally impassable to all units except along roads through them.

A village consists of a base (representing the boundaries of the village) with a suitable model building or two placed thereon. A village may not exceed 9" across in any direction. Villages must be at least 48" apart. The model buildings are removed whenever any unit *enters* the village and are placed back on the base whenever there are no units left within the village boundaries.

- All units can move into, through or out of villages but do so at half rate
- All units can charge or intercept into, through or out of villages but do so at half rate
- Villages do not stop musket fire into or out off the village
- Villages do not stop artillery fire into or out off the village
- Villages stop artillery fire onto targets *behind* and *beyond* the village
- Villages stop artillery bounce-through onto targets *behind* and *beyond* the village
- Villages give both hand-to-hand advantage and cover

### **Landmarks**

Landmarks are small individual structural terrain features such as mills, farm buildings, village churches, etc. A landmark may not exceed 4" across in any direction. Village churches must be placed within 4" of a village but cannot be part of a village. A village church may be placed adjacent to and in contact with a village.

Only one *foot* unit can be in and defending a landmark at any time. To defend a landmark, the player manoeuvres the unit into the landmark then announces that he is defending the landmark. The player then immediately forms the unit into a defensive mass formation in such a way that as many stands are within the landmark as much as possible. All stands are then considered to be in and defending the landmark. To move out of the landmark, the player simply changes formation and moves outside the landmark.

- Mounted units and artillery units cannot enter any landmarks except bridges
- Landmarks do not stop musket fire into or out off the landmark
- Landmarks do not stop artillery fire into the landmark
- Landmarks stop artillery fire onto targets *behind* and *beyond* the landmark
- Landmarks stop artillery bounce-through onto targets *behind* and *beyond* the landmark
- A landmark gives both hand-to-hand advantage and cover

### **Bridges**

Bridges are considered to be special landmarks in that they must be part of a road. Regardless of model size, a bridge is only of sufficient length to span the river, stream or gully that it is crossing. Bridges do not stop musket fire, artillery fire or bounce-through (though the river or stream may).

Units cannot stop and remain on a bridge. A unit wishing to cross a bridge manoeuvres until it contacts one end of the bridge. Then, on the **next Turn** the whole unit may be moved across the bridge remaining in contact with the end of the bridge on the other side. The unit must remain in the same formation both before and after crossing the bridge. The unit may then move off on the following Turn.

A friendly unit is deemed to be *defending* a bridge if it is close enough to the bridge so that an enemy unit cannot be moved across the bridge and placed on the other side in such a way that it is still in contact with the bridge but not in contact with that friendly unit defending the bridge on the other side.

Only one friendly unit at a time can *defend* a bridge. Where there are two or more friendly units that could be said to be defending the bridge, the player controlling those friendly units must choose which of the friendly units is defending the bridge.

Only one unit at a time can *charge* a unit defending the bridge. Mounted units cannot intercept over a bridge. The unit charging does not actually charge (move) over the bridge. It is placed at the other end of the bridge and in contact with the bridge. Both the charging unit on one side and the defending unit on the other side are then deemed to be in *contact* on the bridge and both await hand-to-hand combat.

- All units can cross a bridge
- Bridges give no hand-to-hand advantage or cover

### **Linear Terrain Features:**

Firstly, a unit can remain partially or wholly interpenetrated with a linear terrain feature unless noted otherwise for their type. Linear terrain features generally give no cover from firing unless noted otherwise. The particular details of the linear terrain features are:

#### **Streams**

Streams are any water course that is upto 1" wide. Streams are passable to all units. Mounted units and foot units can stop and remain in a stream but artillery units cannot stop and remain in a stream at any time.

- A unit can move across a stream at any point but do so at half rate
- A unit cannot charge or intercept into or across a stream
- A stand interpenetrated with a stream cannot fire
- Streams do not stop musket fire or artillery fire into, across or beyond the stream
- Streams stop artillery bounce-through onto targets *behind* and *beyond* the stream
- Streams give no hand-to-hand advantage or cover

#### **Rivers**

Rivers are any water course that is over 1" wide. Rivers are impassable to all units except at fords or bridges. Regardless of width, treat fords across rivers as streams.

- Rivers do not stop musket fire or artillery fire *across* or *beyond* a river
- Rivers stop artillery bounce-through onto targets *across* and *beyond* the river
- Rivers give no cover

(Rivers often have woods along their banks except at fords, at bridges or where there are roads, mills or any other such terrain features are along the river bank.)

### **Hedge-Rows, Wooden Fences and Stone Walls**

Firstly, a unit is said to be *defending* a linear terrain feature if *all* three of the following conditions apply to that unit:

1. The unit is in contact with the linear terrain feature
2. The unit has remained *stationary* during the current Turn, that is, the unit has not moved, charged, intercepted, prolonged, etc, *except* to move more stands of that unit into contact with that linear terrain feature
3. The unit that charged into contact with the defending unit actually charged over or through any part of that particular terrain feature that can give that the unit a hand-to-hand advantage

If so, then the unit is said to be defending that linear terrain feature and can claim the ***hand-to-hand advantage***.

Hedge-rows, wooden fences, stone walls or the like affect various units various ways thus:

- Hedge-rows, wooden fences or the like give no cover for musket fire or artillery fire
- Hedge-rows, wooden fences or the like do give a hand-to-hand advantage
- A stone wall gives cover for musket fire and artillery fire
- A stone wall does give a hand-to-hand advantage

Further, foot units:

- Can move and charge over hedge-rows, wooden fences, stone walls or the like but do so at half rate
- Can remain interpenetrated with any hedge-rows, wooden fences, stone walls or the like

Mounted units:

- Can move over hedge-rows, wooden fences, stone walls or the like but do so at half rate
- Cannot charge or intercept over hedge-rows, wooden fences, stone walls or the like
- Cannot stop and remain interpenetrated with any hedge-rows, wooden fences, stone walls or the like

Artillery units:

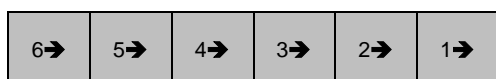
- Can prolong or move over hedge-rows, wooden fences, stone walls or the like but do so at half rate
- Can stop and remain interpenetrated with any hedge-rows, wooden fences, stone walls or the like
- Cannot fire whilst interpenetrated with any hedge-rows, wooden fences, stone walls or the like

### **Roads and Road Columns**

Roads in this period were generally not much more than goat tracks, thus roads generally have no effect on movement, firing or hand-to-hand combat.

Whilst a unit is moving along the road that unit ignores any terrain effects of the terrain that the road is passing through. However, to move along a road through impassable terrain, a multi-stand unit automatically changes formation into a ***March Column*** formation. When the unit moves off the road again, it must form up into another valid formation.

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



A unit moving along a road in a March Column simply follows the road, bending the stands as required to follow the road but always keeping the stands in contact with one another. March Columns can fire but can only fire the leading stand (if able). March columns always halve their number of dice (round down) when fighting hand-to-hand combat. March columns can charge but they cannot intercept.

### **General Considerations:**

#### **How do we place Terrain Features?**

Please use some common sense. Terrain features may not be placed in such a way that it defies common sense or everyday experience. Terrain features can be overlapped with other terrain features. For example, a village may be placed onto a hill, or a wood placed on a contour, a hedge row placed over a hill, etc. However, no terrain features can be overlapped with a river or stream except bridges. Where a road crosses a stream or a river must be designated as a bridge or a ford before play.

#### **Are there any restrictions on what formations can be used in terrain features?**

Generally, there are no restrictions as to what formations a unit can use whilst interpenetrated with or in contact with a terrain feature unless noted otherwise. A unit may be in any valid formation the player desires.

#### **What about earthworks?**

Earthworks and other field fortifications were normally prepared well before a battle. Thus, earthworks and other field fortifications cannot be constructed during the course of a game.

- Earthworks are a linear terrain feature
- Treat any earthworks as a stone wall

#### **Structural Damage by Artillery:**

Whenever a bombard fires upon a *structural* terrain feature (such as a landmark, a bridge, a village, etc), then it may be that such artillery fire could cause some damage to that structural terrain feature. A bombard unit can opt to fire upon an undefended structural terrain feature or landmark if the player so desires.

Firstly, the bombard fires at the terrain feature or at any unit in that terrain feature in the normal manner as per the rules. For every hit achieved on that structure or unit, the structural terrain feature also takes one structural hit. When the structure takes a certain number of structural hits, then and only then will that structure be considered *destroyed* after which the structure is considered to be simply passable rough ground. Obviously, a destroyed bridge is impassable and can no longer be crossed.

Players may decide between themselves as to the structural strength of structures before the game. As a guide, it should take 6 to 8 structural hits to destroy a village or larger structure, but only 4 to 6 structural hits to destroy most other structures.

#### **Finally:**

Remember, these terrain guidelines are only recommended guidelines. It's up to the players to decide between themselves as to what the terrain layout will be and what any special terrain effects will be. Try and have fun and sort out any problems that you may have with a dice throw.

## A Splendid Victory! Quick Reference Sheet

- 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**

### Firing:

Weapon	Range
For Muskets	Upto 7"
For Frame Guns	Upto 24"
For Bombards	Upto 96"

### For Muskets:

If the target is a mass or a defensive mass	Add 1 dice
If the target unit is a mounted unit	Add 1 dice
If the target unit is only a single stand strong	Subtract 1 dice

### For Artillery:

Range	Upto 12"	12" to 24"	24" to 48"	48" to 96"
Frame Guns	1	0	Can't	Can't
Bombards	4	2	1	0

If the target is a mass or a defensive mass	Add 1 dice
If the target unit is a mounted unit	Add 1 dice
If the target unit is only a single stand strong	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:

**Pike stands:** *Two dice* per stand (instead of one) if fighting vs *any mounted* unit including mounted Dragoons

**Musket or Foot stands in defensive mass:** *Two dice* per stand (instead of one) if vs *mounted* unit including mounted Dragoons

**Cavalry, Heavy Cavalry or Command stands:** *Two dice* per stand (instead of one) if vs non-mounted unit in *line*

Stand Type	CV
Light Hand-to-hand Weapons	1
Hand-to-hand Weapons	2
Pikes	3
Mounted Dragoons	2
Cavalry	3
Heavy Cavalry	4
Any Command stand	5

### Movement:

**Pike and Musket units and Foot Units:** May Change Formation or Manoeuvre or Step-Back or Side-Step or Charge

**Dragoon units:** May Mount Up then Change Formation or Dismount then Change Formation or Change Formation then Manoeuvre or Manoeuvre and then Change Formation or Charge

**Command units, Cavalry units and Heavy Cavalry units:** May Change Formation then Manoeuvre or Manoeuvre then Change Formation or Charge

**Unlimbered artillery units:** May Prolong (only Frame Guns) or Limber Up

**Limbered artillery units:** May Manoeuvre or Unlimber

Unit Type	Move	Double Time	Charge
Pike and Musket Units	Upto 4"	Upto 8"	Upto 4"
Foot Units	Upto 5"	Upto 10"	Upto 6"
Defensive Masses	Can't	Can't	Can't
Foot Units Stepping-Back	Upto 2"	Upto 4"	Can't
Foot Units Side-Stepping	Upto 2"	Upto 4"	Can't
Mounted Dragoons	Upto 18"	Upto 36"	Upto 9"
Cavalry and Commanders	Upto 18"	Upto 36"	Upto 18"
Heavy Cavalry	Upto 9"	Upto 18"	Upto 18"
Prolong Frame Guns	Upto 2"	Can't	Can't
Prolong Bombards	Can't	Can't	Can't
Move Limbered Frame Guns	Upto 4"	Can't	Can't
Move Limbered Bombards	Upto 3"	Can't	Can't