MDCC

Introduction:
Wargame rules for battles of the late 17th Century Grand Alliance (Nine Years War) and the War of Spanish Succession in both of which growing French power was the target of a sizeable coalition of European states both large and small.

The Great Northern War and The (Holy Roman) Empire's Wars with the Ottomans are not covered because extra troop types and tactical doctrine options would be required over and above those described here.

Regiments were organisational rather than tactical for all arms. On the battlefield foot were battalions, mounted were squadrons and guns were in batteries.

Troop Representation:
- 1 stand of foot represents a battalion drawn up in line, pikemen and/or grenadiers in ineffectual numbers can form part of the battalion stand or if sufficient to influence combat then as a small auxiliary stand permanently grouped with a parent battalion stand.
- 1 stand of cavalry or dragoons represents several squadrons. Stands can be full size and act independently or half-size and permanently attached to a full size stand of the same or differing mounted type thereby making a more resilient formation.
- 1 stand of guns represents most if not all of a commander's field gun park usually placed to the rear on a hill and commanding much of the field. Smaller guns can be present with the front rank of foot battalions, being manhandled forward alongside the foot.
- Commanders. The main command group represents the leader of the army and all troops of his side are under his control. Formal divisions as featured in nineteenth century armies did not yet exist; instead Wing Commander groups can be present with their influence limited to troops in close proximity, the 9 areas centred on their current location.
- Aides to the commanders are based individually to allow their dispersal to intercept retreating troops. They are placed either with the main commander or with retreating troops they are sent by him to rally.

Tactical representation:
- Battles were linear in most respects. Manoeuvre was slow and deliberate as drill was in its infancy and cadenced step had not yet been introduced.
- Infantry musketeers were there to give fire, pikemen (when present) to resist cavalry, grenadiers to stiffen resolve of musketeers or put together ad hoc for specific assault tasks. The spread of bayonets supplanted the pikeman's defensive role. Bayonet charges were not yet part of an army's tactical doctrine.
- Musketry was relatively slow and disciplined. Wooden ramrods make loading slower and therefore fire discipline could be achieved for longer periods than later eras. There is some evidence that formations were looser than later in the 18th century; troops wore big, bulky coats over an equally substantial waistcoat (a hangover from the mini ice age of the 17th century perhaps) and matchlocks were still around generating the possibility of sparks from a neighbour causing problems for those nearby.
- Matchlocks were not entirely supplanted by flintlocks. Whilst the presence of stray sparks was a constant danger to neighbours, poor flints could shatter and better ones only lasted for about 10 shots before needing replacement. Flint itself was not that easy to source in many parts of Europe.
- Battalions would usually be drawn up in rows often with gaps covered by subsequent rows; occasionally two battalions (often from the same regiment) could be drawn up with the second close behind the first as close support.
- Infantry squares were very large multi battalion formations used as either open flank protection or to enable retreats when their cavalry had fled the field.
- Mounted troops were drawn up by squadron rather than regiment; a mounted stand

representing several squadrons, quite often in chequerboard formation. The method of attack, when and at what speed varied enormously both between armies and between regiments of the same army. Cavalry were usually placed on the flanks; the French horse at Blenheim being a notable exception.

- Dragoons were usually multi-task mobile troops. Reasonably able as cavalry, dismounted in loose order for occupying/contesting difficult terrain, bridges etc. In a few armies they were used as assault troops (similar in use to grenadier formations). Not all troops referred to as dragoons were in fact used this way and should perhaps be considered Horse.
- Cuirassiers were the successors to the reiters who had used pistol fire and rotation to soften up an infantry enemy ahead of walking their (very large) horses at a now disordered enemy and pushing into their formation. They were therefore not the elite charging cavalry of later years but a slightly different type of horseman to the norm. Armoured but never impetuous, instead slow, steady & careful.
- Regiments of Horse were all armed with pistols, long firearm (much longer than later carbines and sometimes rifled) as well as sabre. Often armour could be worn out of sight (breastplate under coat, skull cap under hat). The presence of this armour does not make them cuirassiers as defined above but might indicate them to be elite horse.
- Field guns were usually heavy, relatively immobile, slow to load and often relatively short of ammunition. Their main use was long range bombardment to interfere with enemy co-ordination.
- Lighter guns were often embedded in infantry regiments with attached infantrymen responsible for moving them forward alongside nearby battalions of foot. All such guns would usually be grouped together in the front row of infantry battalions and have a similar purpose to the main gun park of heavy guns: interfering with enemy co-ordination but such fire being targeted at nearby enemies.
- Gunners were professionals assisted by non-specialist labourers. Crews defending guns against attack was not a feature of battle. Guns were abandoned on the field if the enemy threatened.
- Open battle itself was rare. Usually easy to avoid if outnumbered and therefore generally only took place if both sides considered they might win.
- The purpose of a battle was usually to force the enemy to quit the field rather than his destruction. By doing so you could relieve or besiege a nearby fortress or city, such operations featuring heavily in this period.

Definitions:
- Good dice. Advantages in combat are measured in additional dice available to roll. These allow the best results to be chosen from those thrown. i.e. in combat the scores of 2D6 are required but if one side has two advantages it will roll 2D6 extra (so 4D6) and choose the best two as its combat scores.
- Bad dice. When determining which side will take actions next the side that has just done so gets a bad die. Instead of rolling 1D6 they roll 2D6 and use the lowest score achieved.
- Foot are infantry musketeers, grenadiers or pikemen although the latter never operated alone.
- Mounted are cuirassiers, horse or dragoons.
- Cavalry are cuirassiers or horse.
- Guns are artillery with long barrels intended to bombard enemy formations.

The Game

1. **The Battlefield:**
   The battlefield will be divided into areas (boxes). Each box can hold 2 infantry battalions, 1.5 Cavalry stands or 1 gun stand. Commanders can share with any of their own troops or be separate. All troops within a box must face the same edge of the box they occupy (i.e. one of four directions).

2. **Deployment:**
   The two sides should set up in full view of their opposition, secrecy and screening apparently not being a priority in the period covered. Place infantry battalions one stand at a time. No subsequent battalion being allowed to be further right than the first placed, nor than the preceding one unless to its rear. After all the infantry are in place including any supplementary pike and grenadier stands, place mounted on the right, then the left , then guns, then commanders.

3. **Active Player:**
   To determine which side gets its troops to do something (wins the turn) each side compares a D6 score as an **activation roll**. The winner can:
   - Select an entire row of boxes that are in control of their commander (see 16. below)
   - Select an entire column of boxes that are in control of their commander (see 16. below).
   - Select a group of 9 boxes centred on a commander

   Any or all of the occupants of a selected box in good order can do **one** of the following actions:
   - (i)   Move (see 4. below)
   - (ii) Manoeuvre (see 5. below)
   - (iii) Engage enemy orthogonally adjacent and to their front (see 6. below)
   - (iv) Voluntarily step back (see 5. Below)

   - Disordered troops are more restricted in their options (see 13 below)
   - If their activation score is exactly treble their opponent's (3 v 1 or 6 v 2) all their troops can perform an action in any order even if not in sight of their commander, the restrictions on disordered troops still apply.
   - If a turn is gained with a score of 6 then troops off table but capable of returning are tested for such a return or their permanent loss (see 25. Below).
   - If a side has just taken actions (been activated and taken a turn) then it gains 1 bad dice when determining whether they will take further action or the turn pass across.
   - The non-active side from the previous turn wins any draws and the turn passes across but with a turn where no rallying (see 13 below) takes place.
   - The non-active player fights in engagements but is otherwise passive.
   - If the turn is passed over due to both players rolling a 1 then any ongoing engagements are fought again ahead of any other actions. Any retreats, pursuits or step backs are also applied resulting from such engagements prior to other actions.

4. **Movement:**
   Available options
   4.1   foot: Forward 1 box, a second box if no enemy then in sight
   4.2   dragoons: Forward 1 box, a second box if not into box with orthogonal, adjacent enemy facing their current box or into the one they might enter.
   4.3   horse: Forward 1 box & can then immediately engage enemy in adjacent box to their front
   4.4   cuirassiers: Forward 1 box, can then immediately engage guns or any not facing in box to their front.
   4.5   Guns: Heavy guns are immobile. The drivers were civilian and departed once the army deployed. Light guns can move forward with an adjacent infantry battalion on a roll of 1-3 on a D6.
   4.6   Staff: 1 or 2 boxes in any direction including diagonally.
                        Aides can intercept retreating troops in addition (see 18.10) at a rate of two boxes for every box retreated by those they are sent to meet.

5. **Manoeuvre:**
   Available options for foot or mounted:
   5.1   any can turn to flank or rear in own box, dragoons can then move into empty box directly ahead if no enemy adjacent to and facing into that box or their current box
   5.2   any can turn to flank in box directly in front, dragoons can then move into empty box directly ahead if no enemy adjacent to and facing into that box or the box they turned to flank within.
   5.3   any can shift diagonally forward 1 box without changing facing if remaining in place or moving straight ahead would not leave them adjacent to and facing an enemy. If moving into a box orthogonal & adjacent to enemy gain 1 disorder if the enemy are facing into the box so entered.
   5.4   any troops can shift 1 box sideways maintaining facing if remaining in place or moving straight ahead would not leave them adjacent to and facing an enemy. They gain 1 disorder for doing so. If any enemy orthogonal, adjacent and facing after such a shift they gain a further disorder marker.
   5.5   Troops can voluntarily step back keeping their facing. This being a risky choice. Roll 2D6 and compare with their CV.
          2 passes - they are OK
          1 pass - they gain 1 disorder as they step back
          2 fails – they gain 1 disorder but don't step back

   N.B. Dragoons are assumed to be either mounted or dismounted as best suits their location. No action is needed to mount or dismount.

   Guns only have one option:
   5.6   Guns can change their facing as a manoeuvre option

6. **Engage:**
   • If already in a box with an enemy orthogonally adjacent and to your front your troops can engage them. You push those engaging forward such that they slightly encroach on the enemy's box to represent their aggressive intent.
   • Stands of horse and cuirassiers (with some restrictions) can engage as a follow on from a move option see 4. Above.
   • Both mounted and foot can engage enemy mounted and foot. Infantry will generally be considered firing, cavalry may well be doing the same with pistols or longer

firearms or instead trotting or walking forward swords drawn. Dragoons may well be undertaking any or all of these.
- Guns do not engage. If they themselves are engaged by foot or mounted the guns are abandoned and their crews removed from play, never to return.

7.   **Resolving the engagement:**
   - Combat is resolved by comparing the scores of 2D6 for each side
   - The best results are compared and the second best similarly
   - Therefore the 6 potential results from a round of combat are:
        1-0   0-0   0-1
        2-0   1-1   0-2
   - These results (losses) are recorded with markers placed in the boxes that stay in place for the duration of the engagement until resolved. If no losses are caused on themselves in a round of combat (either they won or a 0-0 result) any troops engaged can immediately change their facing.
   - The maximum length of any engagement is three rounds (typically three consecutive activations irrespective of which side is active. Exception; on a 1-1 activation all ongoing engagements are fought ahead of actions and then again in the normal turn sequence). Therefore a marker is placed (representing smoke) after rounds 1 & 2 if a decision is not achieved.
   - Single infantry or mounted stands will test their resolve once they receive two loss markers.
   - A supported battalion (2 stands) or mounted troops with 1.5 stands (but see section 26 below) will test their resolve if it has three loss markers.
   - Both sides may need to test their resolve if both reach their loss threshold simultaneously.
   - Additional "good" dice advantages may be added by either side due to tactical circumstances or troop types involved see below:

8.   **Troop type advantages in engagements:**

Troop Type	Foot musketeers	Foot with pike	Foot with grenadiers	Grenadiers	Cuirassiers	Horse	Dragoons
Foot battalion			^^^^^^	^^^^^^			
Foot battalion with pike			^^^^^^	^^^^^^	<<<<<	<<<<<	<<<<<
Foot battalion with grenadiers	<<<<<	<<<<<		^^^^^^			
Grenadier battalion	<<<<<	<<<<<	<<<<<				
Cuirassiers		^^^^^^				<<<<<	<<<<<
Horse		^^^^^^			^^^^^^		<<<<<
Dragoons		^^^^^^			^^^^^^	^^^^^^	

The troops as indicated with ^ or < and highlighting in the table above gain 1 "good" die in every round of an engagement.

9.0 Tactical advantages in engagements:
+1   Facing the enemy and uphill or defending a linear obstacle

+1   Mounted initiating the engagement (1st round only)

+1 to +2 for Supporting friends:
- within their own box (a second battalion or a mounted half unit but see 26 below)
- facing into the target box from an adjacent box
- extending your front and not having enemies or friends adjacent & to their own front *

    +1 for 1-2 supports +2 for 3+ such friends

+1   Engaging enemy flank or rear*

+1   Engaging enemy rear (a second advantage for those attacking the rear)*

+1   Entrenched and facing enemy (a second advantage alongside defending an obstacle)

+1   Enemy has more loss markers

+1to+3 Enemy disordered: 1-2 markers =+1, 3-5=+2, 6+=+3

+1   Dragoons attacking into woods, into buildings, across linear obstacle or into entrenchments

+1   Infantry or dragoons occupying buildings*

The total of tactical advantages that apply adds the equivalent number of "good" D6 to those thrown by that belligerent.

* troops occupying buildings have no flanks or rear and can't be overlapped.

10. Troop quality (combat value; CV):
- At the start (first round) of any engagement troops of either side facing their opponent roll for their steadiness (CV) to see if they time their fire or move into contact correctly at their preferred pace. A "good" D6 is added to your dice in the first round to either participant who passes and therefore gets it right.
- Combat values (CV) can be 2, 3, 4 or 5 (see section 20). To pass throw equal or lower than this so 2 is the worst and 5 the highest quality troop grading.

11. Indecisive combat:
- If after three rounds neither side has accumulated sufficient loss markers to require their resolve to be tested then one or both sides will step back and all smoke will clear. Loss markers are removed.
- The aggressor if foot will return to the centre of its box, if mounted <u>can</u> step back 1 box to their rear or return to centre of its box.
- The non-aggressor will remain in place.
- Exception: If carrying more loss markers either foot or mounted will step back one box if there is space to do so whether aggressor or defender.
- Mounted of a higher combat value (CV) than foot opposition can, if they wish, step back 1 box and end the engagement after any indecisive round of combat whether aggressor or defender.

12. **Testing Resolve/jeopardy:**
- This is the critical section of the game as losses are otherwise unremarkable and markers indicating them are removed from play once an engagement ends.
- In principle resolve is tested upon troops receiving sufficient loss markers (see section 7 above). 2, 3 or according to size of formation engaged.
- Generally troops with the requisite loss markers are moved to their rear and then jeopardy is assessed.
  - Mounted retreat two boxes
  - foot retreat one box if in the open
  - In either of the above cases they retreat further if the box reached is occupied by friendly troops. Their retreat distance is extended sufficient to reach an empty box.
  - If enemy troops obstruct such a retreat see section 23.
  - Foot occupying woods, built up areas or entrenchments and facing their opponents do not immediately retreat but remain place for their jeopardy assessment.
  - After any such initial retreat jeopardy is assessed (see 12.1 below), then tested using the troop's CV to see whether they remain in place, retreat (further) or worse.
  - Exception: if the retreat takes a unit off table their jeopardy is not assessed. These troops are considered to be capable of return (see 25. Below).
- N.B. Resolve is not tested after stepping back, whether voluntary or forced (see 5.5 & 11 above).

12.1 Assessing Jeopardy:
- Troops required to retreat move the distance described above directly towards their baseline (this may be increased to enable them to pass beyond friendly troops as they cannot share a box with non-retreating friends). This movement may take them off table. See also sections 22 & 23 if route obstructed by enemy or impassable terrain.
- After any initial retreat they assess how much jeopardy they are in if they remain in the location they now occupy on the table.
- This assessment equates to rolling a number of dice as assessed below and recording the number that pass and fail when compared with their CV value (see section 20).

Add 1 for each loss marker gained from the engagement (this can exceed the number required to cause the retreat by 1 and will be a minimum of 2)
Add for disorder markers assessed as:
    1-2= add 1,
    3-5= add 2,
    6+=   add 3
Add 1 for each adjacent enemy facing onto their flank in their current location or along their line of retreat
Add 1 for each friendly occupied box passed through as they retreated (pushing though or splitting up to pass round being stressful)
Add 1 for current box not being secure (see 12.2)
Add 1 for being on their own baseline
Add1 for having to change facing as part of their retreat.

      The number of passes and fails is then run through the flow chart (12.3) to assess troops resolve and what happens to them.
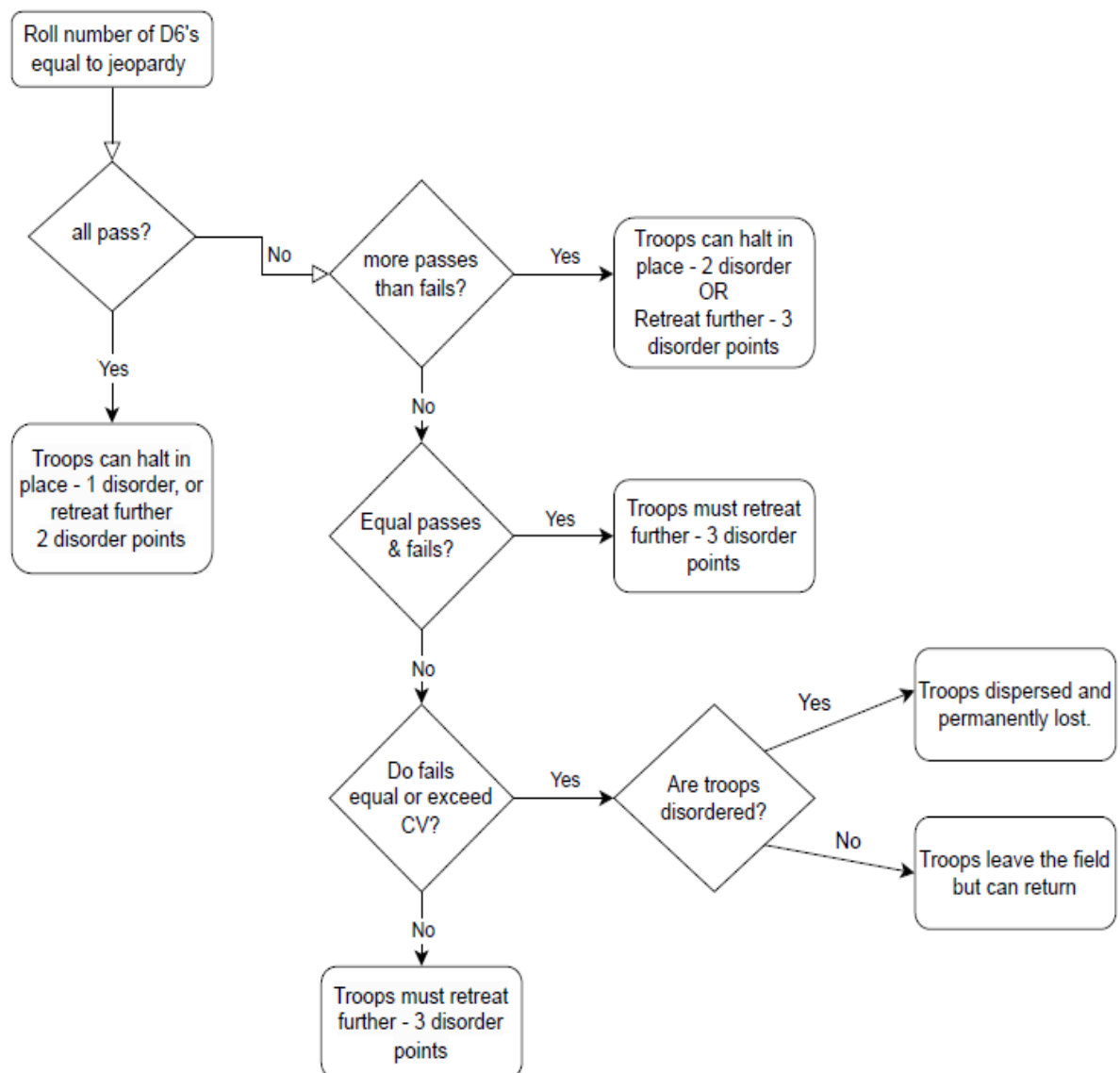   Results range from minimal disorder to total dispersal.
      The worse their situation the more D6 rolled. The more rolled the more chances of the worst results.

12.2 Secure locations.
Troops in the following circumstances consider their present location relatively safe and count as secure:

(i) Troops occupying one of the 3 boxes to the rear of a friendly occupied box (diagonally or orthogonally). Exception; enemy troops facing and adjacent to said box.

(ii) Troops are out of sight of all enemies within 3 boxes

(iii) Their baseline row of boxes. Exception; enemy troops facing into and adjacent to said box

(iv) Foot or dragoons are in entrenchments or a built up area.

(v) Foot or dragoons behind a linear obstacle with no adjacent enemy facing their flank or rear.

(vi) Dragoons or grenadiers within woods

(vii) Troops are met by an aide or share Army Commander's or Wing Commander's box. Any aide intercepting retreating troops must then stay with those troops until all their disorder is cleared.

12.3   Jeopardy/resolve flowchart

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┌──────────────────┐
│ Roll number of D6's │
│ equal to jeopardy   │
└──────────────────┘
```

- **all pass?**
  - No → **more passes than fails?**
    - Yes → Troops can halt in place - 2 disorder OR Retreat further - 3 disorder points
    - No → **Equal passes & fails?**
      - Yes → Troops must retreat further - 3 disorder points
      - No → **Do fails equal or exceed CV?**
        - Yes → **Are troops disordered?**
          - Yes → Troops dispersed and permanently lost.
          - No → Troops leave the field but can return
        - No → Troops must retreat further - 3 disorder points
  - Yes → Troops can halt in place - 1 disorder, or retreat further 2 disorder points

12.4   Resolve:
Actions and disorder resulting from the flow chart indicate the resolve of troops reaching their loss threshold in any engagement. N.B. both sides of an engagement may need to test simultaneously.

- **Halt** – Remain in their current location
- **Retreat Further** – Immediately retreat to the next available secure location (see 12.2). They can slide across one column to left or right whilst doing so.
- **Leave the field but can return** – Immediately leave the field. See 25(iii) below for circumstances enabling their return when a turn is obtained by rolling 6 for activation (see 3. above).
- **Dispersed** – Leave the field immediately too disordered to ever return.

13. **Disorder:**
- Whilst disordered troops have limited options. N.B. The whole box is disordered. If battalions within it part they take any disorder within them.
- If troops are engaged, move or manoeuvre (including retreating or stepping back) they cannot rally in the same turn.
- Only dragoons and grenadier formations can initiate an engagement whilst disordered but all troops can support friends and defend themselves.
- Disordered guns do not fire and cannot change facing
- If they remain stationary and unengaged one disorder marker is removed from every qualifying box every time their side wins the activation roll (see turn sequence). None are removed if the turn is handed over as a result of a drawn activation roll. As a disorder marker is removed a mounted stand can change facing. Foot can similarly change facing if it aligns their facing with adjacent friendly foot.
- Whilst disordered an enemy engaging it will be advantaged (see 9. above)
- Certain terrain can similarly cause disorder. This can be troops occupying it (woods, buildings) or crossing it (streams, walls). Such disorder can be cleared as normal (representing dressing ranks or occupying buildings)
- Guns successfully fired cause disorder to a chosen target (see 17. below).
- Horse upon first entering entrenchments, marshes, woods or buildings gain 1D6 in disorder points. Irrespective of later rallying they retain 1 disorder point whilst they remain within such terrain.
- Foot and dragoons upon entering entrenchments, marshes, woods or buildings gain 1 disorder point. This can be removed by normal rallying.
- Initiating an engagement into or out of such terrain causes 1 disorder point for foot other than grenadier battalions. Dragoons & grenadiers suffer no disorder penalties for such actions. Cavalry cannot initiate combat into or out of such terrain.

14. **Losses in engagements (combat results):**
- These are marked on a unit as they occur but are not permanent. They represent only an indication of which side is getting the better of an ongoing combat and general morale of those engaged.
- They are used to allocate extra "good" dice to the opposition in successive rounds of the same engagement.
- After three rounds of indecisive combat (see 11 above) they are used to determine whether one or both units involved step back and are then removed
- Generally, two loss markers are enough to force a single unit of troops to test resolve.
- Close supported infantry battalions and mounted stands require three, i.e. an extra battalion or half size mounted stand within the same box
- Squares require 4 losses.
- If both sides engaged troops reach their target losses simultaneously then both test resolve at the end of the turn (section 18).
- Once an engagement ends all loss markers are removed.

15. **Foot Squares:**
- Foot can form square to secure an open flank or to enable a safe retreat
- 4 battalions form up with two in a box and 2 in the box behind.
- They may move towards their baseline one box at a time when one of their boxes is activated. No other actions are available.
- In combat it negates enemy flank and rear bonuses, is self supporting and is more difficult to force to retreat (see 14. above)
- They can become disordered and this affects both boxes
- They can be overlapped.
- Results obtained in combat against either box effect both boxes.

16. **Commanders & Control:**
    - In order for a column or row of occupied boxes to undertake an action in a normal turn the army commander must have a line of sight to at least one occupied box in the row or column. That box can take an action of its choice.
    - For other troops in the chosen row/column to also take action they must also have a clear line of sight to one of;
      (i) The same commander
      (ii) The box that has just taken an action
    - Either the army or wing commander can instead enable actions to the 9 boxes centred on their current location
    - Commanders can move before or after their troops (see turn sequence: section 18)

17. **Guns:**
    - Once per turn both sides' guns test against their combat value (2, 3, 4 or 5).
    - If they pass (less or equal to their CV) they place a disorder marker on any unengaged enemy box in sight and to their front within one or two boxes range. To be an eligible target at longer range the 8 boxes around the chosen target must be fee of friendly troops
    - Exception: light guns can only place a disorder marker on an unengaged enemy box in sight, to their front and within two boxes.

18. **The turn sequence:**
    18.1 Dice for actions (section 3)
    18.2 Fire Guns (both players) (section 17)
    18.3 Move any commanders (section 4)
    18.4 Take actions (active player) (sections 4, 5 & 6)
    18.5 Move commanders not moved in 18.3.
    18.6 Resolve all new and ongoing engagements in the active player's chosen order (see Section 7)
    18.7 Mark losses (both players) (section 14)
    18.8 Undertake step backs (both players) (11)
    18.9 Rally from disorder (active player's inactive troops if turn "won") (section 13)
    18.10 Retreats, test resolve, assess jeopardy then undertake further retreats (both players) (section 12) Aides can be sent to intercept those affected at a rate of two boxes to each one retreated.

19. **Special events:**
    If both sides have a 1 as their activation score (see 3. above) then, before any actions are taken, any ongoing engagements are resolved again and results applied as described in 11. 12. 13 and 14. above. A normal sequence as described in 18.2 onward then follows.

20. **Typical troop combat values (CV):**
    - recruits   2
    - experienced   3
    - veteran   4
    - exceptional   5

21. **Winning & losing:**
    - Once more of one army's troops collectively have surrendered, left the battlefield or are occupying the baseline row of boxes their remaining troops will seek to quit the field and consider they have lost the battle.

- If the army commander is captured any troops in the 9 boxes centred on his current location will surrender and his remaining troops will retreat from the field
- If a wing commander is captured any troops in the 9 boxes centred on his current location will surrender.
- If an aide is captured he is not replaced

22. **Commanders when threatened:**
- Commanders and aides will immediately vacate a box if enemy troops enter it
- They move 2 boxes in any direction OR join friendly troops 1 or 2 boxes away
- If such a move leaves them still adjacent enemy troops and alone they are captured on a roll of 6 if initial threat was foot & 5 or 6 if it was mounted troops
- They cannot join or pass through enemy troops. If they cannot move 2 boxes because of enemy troops they are captured.
- If troops they are with are forced from the field they can either:
    - (i) Leave the field with them
    - (ii) Move as described above with the same risk of capture
- Off field commanders cannot influence on field events until they return. When a turn is won they are selected (rather than a column or row). 1D6 rolled and they re-enter the baseline exactly that number of boxes from where they left. If both options are enemy occupied or off field they do not return and wait until a further turn is won.
- Off field aides return to their commander when the next activation is won (not handed over with a drawn result) in the rally phase.

23. **Retreat & surrender & guns:**
- During a compulsory retreat any non-retreating enemy mounted or foot troops encountered will cause those forced to retreat to instead surrender.
- If two opposing units mutually retreat towards each other and their retreats would overlap each rolls 1D6 and adds its CV, mounted add 1 to their total if the other troops are foot. If one side's score doubles or better the other they retreat their requisite amount and the loser immediately surrenders. Otherwise neither side moves and each gain 1 disorder for each box they should have retreated. If the retreat was required by a resolve test re-assess jeopardy and re-assess their resolve immediately with the additional disorder taken into account.
- Enemy commanders will make way for those retreating by moving two boxes away as described above in section 22 above.
- Enemy guns may cause a surrender or themselves be dispersed. Morale check (CV) those troops retreating and the guns.

	Guns pass	Guns fail
Those Retreating pass	Gunners stand firm at their guns. Those retreating pass through to box beyond	Gunners disperse as if engaged Those retreating occupy their box
Those Retreating fail	Those Retreating surrender	Both disperse beyond rallying

24. **Advance after successful engagement:**
- Take a morale check against CV for a victorious aggressor where they force a retreat.
- If they fail they advance one box after combat and keep their current facing.
- If foot pass they can choose to advance one box or stand. They can also change face in the direction their enemy retreated.
- If mounted pass they can choose to advance one box, stand or rally back to their own rear by 2 boxes. They can also change face in direction their enemy retreated.
- Victorious troops who do not force a retreat can remain in place or step back

25. Troops leaving the field & possibly returning:

There are 4 areas where troops are considered to be located:

(i)   On the field of battle. Any row ahead of their baseline. Available for actions.

(ii)   On their baseline. An area where they are available for actions but handy for making a getaway if under pressure. Jeopardy is increased if a retreat takes you to the baseline and troops here count towards defeat (see section 21).

(iii)   Just off table, not currently obeying orders but can/might return. A type of limbo. Troops await their side obtaining the turn with a roll of a 6. These troops then roll morale (CV) in the movement phase. Those passing return to the baseline row with 1 disorder marker. Those failing disperse (see (iv) below). The first such dispersal adds 1 to the dice score for each subsequent test in the same turn. Therefore consider testing the higher CV troops first. They return in the column where they left or up to 1 box to either side for each turn spent off table.

(iv)   Dispersed. Off table and never to return.

26. Benefits from disimilar half-bases of mounted troops:

Half bases of mounted troops are permanently attached to a full base, creating a stronger and self supporting force if of a matching type. In the above sections of rules it is assumed that the half base is more of the same.

Movement, manoeuvre and engagement options and effects are always based on the full sized base.

However where the half base is not identical to the main base in either type or CV then their effect is reduced as they give either moral or combat benefit but not both due to differences in any or all of status, training, equipment and fighting methods.

Additional half-base	Main mounted troop type engaged		
	Horse	Cuirassier	Dragoon
Horse	Support & 3 losses	3 losses	3 losses
Cuirassier	support	Support & 3 losses	3 losses
Dragoon	support	support	Support & 3 losses
Same type but CV -2 or more	3 losses	3 losses	3 losses
Same type but CV +2 or more	support	support	support

27. Endnote:
MDCC is 1700 in Roman Numerals

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