

Charge! Eagles Rising

TURN SEQUENCE

STRATEGIC PHASE

S1. Both sides issue or change orders. Leader casualties check.

S2. Both sides accept orders, reveal accepted orders & check for off-board arrivals.

S3. Conduct morale tests & make compulsory moves.

S4. Both sides conduct strategic moves; stay 10" from opponents unless on attack orders.

S5. ME's within 10" & > 3" conduct skirmish combat by brigade or division.

S6. Tactical initiative determination; high roll decides to go 1st or 2nd.

TACTICAL PHASE

T1. Both sides attach/detach leaders.

T2a. ACTIVE SIDE A: Player chooses a tactical element (Battalion, Regiment or Brigade) to perform any of the following: Charge, Move, Fire or Move & Fire. Active player must complete all actions with this ME before going onto another ME except T2b.

T2b. Declare all charging units at a target at the same time. Defender declares his reactions.

T2c. All fire is simultaneous (& sequential). Charging infantry cannot fire unless they fail to close. Units may not move after firing. Defender may fire with all units in fire arc & may split fire between multiple attackers. Defenders may also issue defensive fire, even if they have fired this phase (but after previous fire effects).

T2d. A unit may attempt to recover from disorder if not charging (pass a skill check). Cavalry may recover blown (Auto if not moving). Can remove either blown or disorder in 1 phase.

T2e. Conduct all defensive fire, skill tests (closing fire, worn/spent, op-charges, pull up) and adjudicate all effects. Charging units which fail to close stops at 1" & issue fire unless W/S.

• Resolve all initial close assault (CAC) resolved before exploitation moves & 2nd CAC.

T3. Repeat steps T2a-T2e for side B (formerly the non-phasing player).

ISSUING ORDERS					
Command Ranges		Ratings Bonus		Initiative	
Army/Wing CO	36"	Superior	+9"	CC ability > opponent	+1
Corps CO	30"	Excellent	+6"	> # of ME's on attack	+1
Division or Cav Brigade	12"	Good	+3"	> # of ME's Shaken or Demoralized	-1
If outside CMD range (A/WC-CO), then order is delayed till next Strategic turn.		Average	0	High roll chooses to 1st or 2nd	
		Poor	-3"		
New orders are accepted if the roll is => MF's or ME's Rating on 2d6					

Leader	Rating	Army/Wing/Corps	Consecutive order attempts - 1/hour
Poor	8	+1	Formation has not been committed -2
Average	7	0	Outside of command range: one or more turn delay (Mark with messenger/ADC)
Good	6	-1	CC attached: +2
Excellent	5	-2	Superior CC* in contact w/ MF or ME: auto pass
Superior	4	-3	*for Superior Wing/Army Commander

OFF BOARD FORCE ARRIVAL (2D6)					
Roll	Arrival?	ME Quality	Modifier	CC/DC Quality	Modifier
2-5	Delayed*	Untrained/Militia	-2	Excellent	+2
6-12	Arrives this turn	Conscript	-1	Good	+1
		Regular	0	Average	0
		Veteran	+1	Poor	-1
		Elite	+2		
		Guard	+3		

SKIRMISH COMBAT											
Each side totals the skirmish points of all units which have an open frontage & are within 10" and >3" of an opponent. See 6.14.2 & App. B for SCV/Btn. Adjudicate skirmish combat by brigades or division. KIA's are randomized.											
	1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-16	17-18	19-20	21-22
1	-	-	-	-	-	-	-	-	1	1	1
2	-	-	-	-	-	-	-	1	1	1	2
3	-	-	-	-	-	-	1	1	1	2	2
4	-	-	-	-	-	1	1	1	2	2	2
5	-	-	-	-	1	1	1	2	2	2	3
6	-	-	-	1	1	1	2	2	2	3	3
7	-	-	1	1	1	2	2	2	3	3	3
8	-	1	1	1	2	2	2	3	3	3	4
9	1	1	1	2	2	2	3	3	3	4	4
10	1	1	2	2	2	3	3	3	4	4	4
Number of skirmish hits to effect target:											Hits
Formed infantry and limbered artillery											1
Deployed artillery (suppressed/KIA)											1 / 2
Cavalry have a zone of control of 3" wide X 10" long & negate all skirmish combat within this zone.											
Damaged artillery must pass a skill test or limber and withdraw 6".											
KIA's from skirmish fire force a skill test. Units which fail are disordered.											

MARKERS				
DISORDER	WORN	SPENT	BLOWN	SUPPRESSED

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MOVEMENT		
Unit Type & Formation:	Tactical (<10")	Strategic (>10")
Infantry in square/line/column/skirmish	4"/5"/8"/10"	18"/24"/36"/36"
Retiring infantry in square/line/column/skirmish	4"/3"/6"/8"	15"/20"/33"/33"
Light cavalry in line/column & skirmish/blown	14"/16"/8"	36"/48"/26"
Medium or Heavy cavalry in line/column/blown	12"/14"/7"	36"/48"/24"
Retiring cavalry in line/column (skill test in threat zone)	6"	24"
Generals & ADC's	40"	80"
Light or medium foot artillery move/prolong	8"/2"	36"/9"
Heavy foot artillery move/prolong	6"/NA	36"/9"
Horse artillery move/prolong	12"/2"	48"/9"
Road bonus foot/mounted in march column or limbered Arty	NA	+12"/+20"
Double Quick foot/mounted (Auto disordered, strategic - must pass a skill test or 1 KIA for all Btn's/units)	5"/8"	+12"/+20"
Movement Notes:		
Cost to change formation or about face or shift left/right: -2" (Infantry), -4" (Cavalry).		
Passage of lines: Col passes thru line w/o penalty if both start within 2" & line doesn't move. (only 1 Btn.)		
Cavalry & infantry may declare a charge on 1 target, but only 1 may close. If the cavalry closes, infantry will halt at 1". If the infantry closes, the cavalry will recall.		
Defending Cav may counter-charge, evade (back 10"), or stand. Charging cavalry may pull-up if <1/2 move (no D), take position (D if >1/2 move). May pursue up to 8" from defender's original position. May contact another target within 22.5o angle. (D & B at end of move).		
Cavalry may double in/out 1 stand to both sides for every 5" moved or charged.		
Gunners may abandon Arty & evade up to 4" to formed inf. if Cav began >5"/Inf >4" OR fire & evade if friendly Inf is w/in 1" & fire if Cav began >3"/Inf >2" OR stand. May fire if Arty is supported by Inf (Inf will CAC) or not fire if supported by Cav (Cav can op-charge or defend at halt). HA limber & move if Cav >10/ inf. >6"		
Arty = Artillery, B = Blown, BTN = Battalion, Cav = Cavalry, Col = Column, D = Disordered, HA= Horse artillery, Inf = Infantry.		

	Infantry	Cavalry	Artillery	Notes
Minor linear obstacle	-1.5" per 1"	-2" per 1"	-2" per 1"	Crossing; pass skill test for not Disordered (D).
Major linear obstacle	-1.5" per 1"	-2" per 1"	NA	Auto disorder if charged across, otherwise, pass skill test for not Disordered.
Fordable river/stream	-1.5" per 1"	-3" per 1"	-3" per 1"	Column = full speed at ford. pass skill test for not Disordered.
Bridge	-1.25" per 1"	-2" per 1"	-2" per 1"	Col/Limb only. Defend as linear obs.
Rough ground	-1.5" per 1"	-2" per 1"	-2" per 1"	Pass skill test for not Disordered.
Muddy	-1.25" per 1"	-2" per 1"	-2.5" per 1"	In addition to other terrain penalties
Light woods	-1.5" per 1"	-3" per 1"	-3" per 1"	Light cover. Cav Disordered. Formed Inf Disordered while moving. Skirmishers: pass skill test for not D.
Orchards	-1.25" per 1"	-2" per 1"	-2" per 1"	Light cover. Not Disordered.
Dense woods	-2" per 1"	-4" per 1"	-5" per 1"	Medium cover. Cavalry & formed Infantry Disordered. Skirmish: Disordered while moving.
Wooden BUA	-2" per 1"	-4" per 1"	-4" per 1"	Light or Med cover. Cavalry & formed Infantry Disordered. Skirmish: Disordered while moving.
Stone BUA	-2" per 1"	-4" per 1"	-4" per 1"	Med or Hvy cover. Cavalry & formed Infantry Disordered. Skirmish: Disordered while moving.
Steep rise	-2" per contour			Pass skill test for not Disordered

ME, MF, OR ARMY MORALE TABLE (2D6)							
% Lost	Broken	Retire 1	Retire 0	Disorder	Carry On	Leaders	Units
0-33% Fresh	0	1	2-3	4-5	6+	Charismatic +3	Untrained -3
33-50% Shaken	3	4-5	6-7	8	9+	Inspirational +2	Militia -2
50+% Demoralized	5	6-7	8-9	10-11	12+	Normal +1	Landwehr / Conscript -1
Carry On: MF or ME continues as ordered						Uninspiring 0	Regular 0
Disordered: Entire MF or ME is disordered in place						Veteran +1	
Retire 0 or 1: Entire MF or ME is disordered, retreats 8" (Infantry) or 16" (Cavalry). Retire 1: all units take 1 KIA in addition to retreat and disordered. Garrisons stay in BUA for both Retire 0 and 1 but are disordered.						Elite/Grenadier +2	
Broken: Entire MF or ME removed. Friendly MF/ME army morale check if within 18". If > Skill 2 levels, Retire 0 max. If > size 2x, Retire 1 max. If both, disordered.						Guard +3	

MARKERS				
DISORDER	WORN	SPENT	BLOWN	SUPPRESSED

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SKILL TESTS
Unit must roll => than skill number on 2d6 to pass the test.
Units must perform a skill test when:
Double quick (Tactical) or Force marching (Strategic)
Disordered unit attempts to charge
Charging uphill
Cavalry attempts to opportunity charge or if disordered, counter-charge
Change formation within threat zone of an enemy (Cavalry threat zone =10", Infantry =5")
Unit attempts to remove disorder
KIA's from skirmish fire
Charging unit takes KIA's from defensive fire
British/KGL, Portuguese infantry attempt to counter-charge after defensive fire
Cavalry attempts to pull-up if infantry form square or recall after a CAC
British cavalry attempts to pull-up after target evades, or attempts to not exploit after 3+ win
Unit is worn
Unit is spent

Unit	Skill #	Unit	Skill #
Untrained (U)	10	Veteran (V)	6
Landwehr (L) or Militia (M)	9	Elite (E) or Grenadier (Gr)	5
Conscripts (C)	8	Guard (G) or Old Guard (OG)	4
Regular (R)	7		

Modifiers to Skill #			
Charismatic leader attached	-3	Form square vs a Cav charge at 0-2"	NA
Inspiration leader attached	-2	Form square vs a Cav charge at 2-5"	+3
Normal leader attached &/or light cover	-1	Form square vs a Cav charge at 5-12"	0
Uninspiring leader attached	0	Form square vs a Cav charge at 12+"	-2
Infantry in column or Linear doctrine infantry in line	-1	Formation change within threat zone	+1
Infantry in med/hard cover from fire	-2	Each KIA from closing fire	+1
Cavalry charging (not recall or pull-up)	-2	Close range Arty KIA's while closing	+1
French & Russian Pull up or Recall	-2	Out of Command range &/or Brg Integ.	+2
Unit is disordered	+2	Unit is worn	+2
Formation change vs flank/rear charge	+2	Unit is spent	+3
Recovering disorder if no enemy units within 1 move or behind friendly unit	-3	British cav. pull-up or recall <3 win	+2
		British cavalry recall after a 3+ win	+5

Effects of failing a skill test
Worn/Spent: retire 1 move as column disordered facing enemy if check is failed (Artillery limbers)
All others are disordered (if cavalry attempted to charge/counter-charge they continue to charge) except recall and pull up failure
Double quick failure in strategic movement: 1 KIA per unit in ME.
Charging infantry fail, deploy in line 1" from defender, disordered and fire. If unable, fall back 4" or more disordered.

CAVALRY PULL UP/RECALL
Cavalry must pass skill test to pull up a charge versus an infantry square. Success = return to its original position (not Disordered or Blown). Failure = continue charge into the target unit.

RANGED FIRE						
Artillery Ranges				Infantry Ranges		
Artillery	Close	Effective	Long	Small Arms	Effective	Long
Light (3-4 pdrs)	5"	11"	24"	Muskets	3"	4"
Medium (6-8 pdrs)	6"	16"	37"	Rifles	4"	6"
Medium (9 pdrs)	7"	22"	42"			
Heavy (12 pdrs)	8"	22"	48"			

ARTILLERY FIRE	
Base to hit = 8. Modifiers change to hit # (1-5 guns =1d10, 6-8 guns =2d10, 10+ guns =3d10) If base to hit > 10, must roll natural 10 and 1d10 > 6. If base to hit > 10, must roll natural 10 and 1d10 > 6 for 11, > 8 for 12, >10 for 13	
Class 1/2/3 artillery at effective and long ranges	-1/0/+1
Heavy guns at close/effective/long ranges	2/0/+1
Medium guns at close/effective/long ranges	1/0/+1
Light guns at close/effective/long ranges	1/0/+2
Grand battery firing	-1
Closing fire (vs infantry only)	-1
Target is infantry in column	-1
Target is infantry in square	-2
Target is deployed artillery* or skirmish formation	+2
Target is limbered artillery or fire through skirmish line	+1
Target is in light cover	+1
Target is in medium or heavy cover	+2
Disordered or suppressed fire	+1
Firing & evading	+1
Artillery is worn +1	+1
Artillery is spent	+2
Flank fire (not at long range or infantry column)	2x dice
*Not in compressed frontage or limbered at the start of the turn.	

SMALL ARMS FIRE	
Base to hit = 8. Modifiers change hit #. 3 Rank Infantry: 1d10 for every 3 figures in front rank (round up). 2 Rank infantry: 1d10 for every 2 figures in the front rank (round up). Add 1d10 if btn. 2 gun section 3 pdr is attached, but not modeled.	
Target is in light cover and/or long range	+1
Target is in medium or heavy cover	+2
Target is deployed artillery* or skirmish formation	+2
Target is dismounted cavalry	+2
Infantry firing at charging infantry/cavalry	-1/+1
Elite, Grenadier, Guard or Old Guard class unit firing	-1
Untrained, Militia or Landwehr class unit firing	+1
Disordered fire	+1
Infantry is worn	+1
Infantry is spent	+2
On Target Flank or Rear	-1

CHANGING FORMATION TO SQUARE
Cavalry began <2" away: No skill test is allowed, infantry cannot form square
Cavalry began <5" away: Pass = Infantry form
Cavalry began <12" away: Pass = Infantry forms hasty square.* Solid square if passed by 4+.
If cavalry began ≥ 12" away: Infantry forms solid square on a successful test*
* If skill check failed, infantry still form hasty square but are disordered. If already disordered, infantry does not form hasty square and remain disordered in current formation.

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CLOSE ASSAULT COMBAT

Both sides roll 2d6 +/- all applicable modifiers & add Unit Combat Values. Subtract the lower roll from the higher roll and consult the 'CAC Results Table' in the next column.

UNIT CLOSE ASSAULT COMBAT VALUES

Unit	MG	Unit	MG
Old Guard	9	Regular	6
Guard/Grenadier	8	Conscript/Landwehr	5
Elite/Veteran	7	Untrained/Militia	4

CLOSE ASSAULT MODIFIERS

Attached leader bonus (Uninspiring/Normal/Inspirational/Charismatic)	0/+1/+2/+3
Units is charging	+1
Units is disordered or Cavalry receiving charge at the halt	-2
Attacking a flank or rear	+3
Attacking artillery outside of gun's fire arc	+3
Charging cavalry each grade heavier (light/medium/heavy/armored)	0/+1/+2/+3
Unit mass (one unit is 2 sizes larger than opponent)	+1
Greater number of units—2:1/3:1/4:1*	+1/+2/+3
Lance armed cavalry versus infantry	+1
Cavalry or infantry in line vs line/column wider (1.5x or 2x wider)	+1/+2
Infantry attacking a square or any vs. skirmish formation	+3
Infantry in hasty square vs cavalry	+5
Infantry in solid square vs cavalry	+8
Infantry garrisoning light/medium/heavy/fortified BUA	+1/+2/+3/+4
Infantry or deployed artillery defending a linear obstacle +1 vs Inf +3 vs Cav	+1 vs Inf / +3 vs Cav
Sappers supporting attack into cover	+2
Cavalry is blown	-2
Unit is worn	-2
Unit is spent	-3
Infantry with an unanchored flank attacked by cavalry	Auto Disordered
Cavalry may make 'Wave Attacks' if side unit &/or 2nd rank is within 4" (see 9.4.2.7 of the rules).	
Max exploitation move is set by result of the 1st CAC. After 2nd CAC unit is disordered for any further CAC.	
Units exploiting into a BUA are automatically disordered.	
*A unit in line may be attacked frontally by a maximum of two units unless extra large. The target must present >50% of its frontage to each attacking unit and provided there is > 2 fig/1 stand gap between attacking columns with all attacking column stands in contact with the defending unit.	

LEADER CASUALTIES

Strategic leader casualty check (2d6), ≥ 11, reroll and consult table below			
Tactical leader for each KIA = 1d6. If any 6's are rolled, consult chart below (roll 2d6)			
2-4	No Effect	8-10	Incapacitated for rest of battle**
5-7	Knocked out for 1 turn*	11-12	KIA
*If the winner rolls doubles, the leader on the losing side is captured.			
**Replacement: 2-6 = 1 grade worse, 7-10 = same, 11+ = 1 grade better. Take over next S1			

Infantry or Artillery defeat

Loser	1-2	3-4	5-7	8+
Infantry	W: 1 KIA & D L: 1 KIA, FB 6" D	W: 1 KIA L: 2 KIA, FB 6" D	W: 1 KIA (if W < L 2D6) L: 3 KIA, FB 8" D (face away)	W: 0 KIA L: Broken
Cavalry	0 KIA, check Cavalry Results	W: 1 KIA L: 1 KIA, FB 12" D & B	W: 0 KIA L: 2 KIA, FB 12" D & B	W: 0 KIA L: 2 KIA, FB 12" D & B
Foot Artillery	W: 1 KIA L: Broken	W: 1 KIA L: Broken	W: 0 KIA L: Broken	W: 0 KIA L: Broken
Horse Artillery	W: 1 KIA L: 1 KIA, FB 9" D	W: 1 KIA L: Broken	W: 0 KIA L: Broken	W: 0 KIA L: Broken

Cavalry defeat

Loser	1-2	3-4	5-7	8+
Infantry	W: 1 KIA L: 2 KIA, FB 6" D	W: 1 KIA L: Broken	W: 0 KIA L: Broken	W: 0 KIA L: Broken
Cavalry	W: 1 KIA L: 1 KIA, FB 12" D & B	W: 1 KIA L: 2 KIA, Ret 12" D & B	W: 1 KIA (if W < L 2D6) L: 3 KIA, Ret 12" D & B	W: 0 KIA L: Broken
Foot Artillery	W: 1 KIA L: Broken	W: 1 KIA (if W < L 2D6) L: Broken	W: 0 KIA L: Broken	W: 0 KIA L: Broken
Horse Artillery	W: 1 KIA L: 1 KIA, FB 9" D	W: 1 KIA (if W < L 2D6) L: Broken	W: 0 KIA L: Broken	W: 0 KIA L: Broken

Result Infantry results explanations

0	Inf vs Inf or Arty: all units disordered & 1 KIA. Worn or spent? Re-fight CAC in line formation. If unable to deploy into line fall back minimum 2" up to 4" in line formation disordered.
1-2	Attacker may take ground & wheel up to 45° in line formation disordered. If unable to deploy into line fall back until able to form line formation.
3-4	Attacker may take ground & wheel 45° or exploit 5" disordered after exploitation.
5+	Attacker may take ground & wheel 45° or exploit 3" (no D) or 6" & D at end.

Result Cavalry results explanations

Loss 1-2	Cavalry loss vs square: Pass skill test = fall back 5" disordered not blown, unless 1st rank in wave attack, exploit 5" D from back of square. Fail = Fall back 12" D & B. Cavalry losing vs all others: Fall back 12" D & B
0	Cav vs Inf: Skill Test if Pass may exploit 5" from back of square & D before contact with new target. D&B at end of Exploitation. Fail FB 12" D & B Cav vs. Cav or Cav vs. Art or Fail = fall back 12" D & B.
1-2	Victorious charging cavalry may take ground, wheel 45° OR pass skill test to rally back 6" D & B at the end of phase.
3-4	Victorious charging cavalry may take ground, wheel 45° OR exploit 7" OR pass skill test to rally back 6". D & B at the end of phase.
5+	Victorious charging cavalry may take ground, wheel 45° OR exploit 10" OR pass skill test to rally back 6". D & B at the end of phase.