

MASTER SEQUENCE	
RESPONSE PHASE	React to first opposition, being charged, to charge or to rally from rout or pursuit. Countercharge, evade, emergency changes, initial rout for shooting or hand-to-hand, pursuit. Opponents final charge.
SHOOT	Shoot. Opponents react for hits or charge home. Repulses.
H TO H	Both fight. Loser react, repulse, pass through.
MANOEUVRE	Rally, other routs, initial charge, normal moves.

REACTION TO RALLY ROUTERS	REACTION TO FIRST OPPOSITION
Elite 1	Roundshot, shell, shrap. or skirm. 1
Raw or levy 6	Cannister, rockets or mass S.A. 2
Other regulars 4	Surprised or Spanish 2
Other irregulars 5	Shaken 3
Any loss last bound 2	Each broken friend unit in 300 1
Elephants 3	No general controlling 1
Cautious general withdrawal 1	
	Controlled by bold general -1
General attempting rally -1	If succeed, act as player wishes.
No current pursuit -2	If fail, halt 3 bounds if controlled by cautious general or none, advance 3 bounds if by bold or rash general
If succeed, rally forward.	
If fail, continue rout.	
REACTION TO CHARGE ON TESTERS	REACTION TO CHARGE HOME
Foot not in square charged by cavalry in open 3	Cavalry charging regular square 5
Skirmishers 3	Charging obstacle or building 3
Levy 3	Shaken 3
Raw 2	Disordered cavalry 1
Surprised 2	Each shooting hit this bound 1
Shaken 2	No general controlling 1
Disordered 1	Fanatic, elite or general with -1
Each shooting hit last bound 1	Enemy disordered or shaken -2
Each broken friend unit in 300 1	Overlap or hit on open flank -2
Pursuing 2	If succeed, charge home
No general controlling 1	If fail, repulsed shaken
	REACTION TO SHOOTING CAS.
Elite, veteran or fanatic -1	Each shooting hit this bound 1
Cuirassiers charged by cavalry -1	Any from rockets 2
Steady inf. col., or raw Yank in FD. -1	Surprised 2
Chargers beyond disord. terrain. -2	Raw or levy 2
	Cover on fire 4
If succeed, can countercharge, evade, change formation, stand.	No general controlling 1
If fail, pursuers continue, detached evade, others break.	
REACTION TO RALLY PURSUERS	REACTION TO HAND-TO-HAND
Cavalry 3	More hits taken than given 6
Raw or levy 1	Shaken 3
Controlled by rash gen. or none 1	Raw or levy 1
British cavalry 1	Charging enemy cavalry -1
Veteran -1	Charging other enemy -4
Controlled by cautious gen. -1	Elite or veteran -1
If succeed, rally forward or back	
If fail, continue pursuit	
REACTION TO INITIATE CHARGE	QUICK REFERENCE SHEET FOR WARGAMES RULES 1685-1845.
Cav. charging steady square or over disordering terrain. 3	Copyright © WARGAMES RESEARCH GROUP 1977.
Regular inf. charging steady inf. 4	NOT TO BE REPRODUCED.
Levy 5	
Skirmishers 2	
Irregulars with enemy uphill in 300 1	
Disordered cavalry 1	
Shaken 3	
Charging pursuers or c/charging 3	
Controlled by cautious gen. or none 1	
Elite, fanatic or Pruss. or Aust. HC -1	
Cuirassiers, Brit LC, Irish, High or G -1	
Behind open flank -2	
Controlled by rash gen. with. -1	
If succeed, charge. If fail, don't.	

BASIC MOVE DISTANCES	Normal	Final Charge	Pursuit
General on horseback	400	200	600
Cuirassiers	300	100	400
Other regular heavy cavalry	300	200	500
Lancers	300	100	600
Other regular light cavalry	300	200	600
Irregular cavalry	400	200	600
Infantry mounted on horses	300	50	350
Infantry mounted on camels	200	50	250
Inf. cols. skirm. LI or irreg. lines advancing	150	75	
Other infantry lines advancing	100	50	
Infantry inclining or in square	75	-	
Infantry stepping back shooting or side stepping	25	-	
Infantry cols. or lines shooting advancing	50	25	
Infantry skirmishers shooting advancing	25	50	
Infantry evading, routing or pursuing	150	-	200
War jingal or command elephants	200	50	400
Horse artillery in draught	500	-	500
Siege artillery in horse draught.	100	-	100
Other foot artillery in horse draught	150	-	400
Artillery in pack	200	-	200
Manhandled very lt. or lt. artillery or rockets	125	-	-
Manhandled lt - medium artillery	100	-	-
Other manhandled artillery	50	-	-
Gunners on foot without weapons	150	-	200
Horse, mule or elephant pack transport	150	-	-
Coach or horse wagons	100	-	-
Camel pack transport	75	-	-
Bullock drawn artillery or wagons	50	-	-
Boat up or across stream or tide	300	-	350
Boat angled down stream or tide	400	-	450

AUTO-CLEARED DISORDER
Insufficient space to deploy or in movement debt.
Crossed minor linear obstacle
Mounted, dismounted or left boat
Interpenetrated by friends or with artillery.
Animals affected by elephants, camels or hits
RALLY-CLEARED DISORDER
Caught changing direction or formation or sleeping
Crossed major or defended obstacle or any with final charge.
In or fighting to get inside an area of difficult terrain.
Burst through by elephants or passing or passed through by enemy.
Pursuing, routing, evading, repulsed, failed to catch enemy, infantry charging or pioneers working.

RALLY-CLEARED SHOCK
Broken, fighting or burst through by elephants, infantry charged while mounted, final charge crossed undefended obstacle, or caught sleeping
Repulsed from charge home, forced to retire by shooting, or evaded from in contact
Reg. inf. in open with French column advancing within 100.
PERMANENT SHOCK
Broken raw or levy, twice broken, dismounted cav. broken by mtd. chge.
Inf. or cav. reduced below half strength.

MOVE DEDUCTIONS		
Evaders contacted by initial charge, if:	Mounted -200	
	Foot -50	
Direction change in:	Evade -50	
	Rout -50	
	Pursuit -25	
Reduce frontage in:	Evade -25	
	Rout -100	
	Pursuit -50	
Turn about if:	Mounted -150	
	Foot -50	
Artillery action move		-100
Cross minor linear obstacle	Mounted final charge or m/h -50	
	Other foot -25	
	Good LC or Irreg. cav. -100	
	Other mounted or wheels -200	
Inf. col. to col. square or line	Good reg. -50	
	Irreg. or raw -100	
Inf. line to square	Good reg. -100	
	Irreg. or raw -150	
Inf. to skirmishers 100 ahead	Good reg. 0	
	Irreg. or raw -50	
Cav. col. to col. or LC line	Good reg. -100	
	Irreg. or raw -200	
Cav. column to HC line	Good reg. -200	
	Irreg. or raw -300	
Cav. to skirmishers 150 ahead	Good reg. -100	
	Irreg. or raw -200	
Arty. col. to col. or line	Good reg. -50	
	Irreg. or raw -100	
DOUBLE ACTUAL DISTANCE		
Camel riders, irreg. inf. irreg. art. wheeling		
Cav. evades, routs, rallies up gentle hill		
Regular skirmishers on difficult hill		
Other reg. inf. on difficult hill, in wood or in built-up area.		