

Hex Command Gunpowder Charts

Movement	Hex		Constructions		Other Notes	
	Hex	Band	Item	Turns	Item	Cost
Infantry	3	1	Pontoon Bridge	3	un/limber	1 TE
Cavalry /Cmd/Cour	5	2	Redoubt	6	Art Push	1 TE
Artillery (limbered)	2	1	Quick works	4	Pass through	1 TE
Wagons	3	1				

Firing		Range			
Band	SmArms		Artillery		
	A/B	C	A/B	C	
(auto)	1	-	2*	*	
Color	2	1	4	2	
Code	3+	2	6	4	
CnC	4	3	8	6	
A class	5		10		
Cmd Kill: Red H. No other hit applied.					
*rifled art. or C: no autohit: roll red to hit.					
+repeaters max. range, cav. carbines					
Trained/Repeater: +1 CB					
Range Bands: when not using a hex grid, each band = 4 inches.					
CB, CP= Combat Bonus (a plus), Penalty (a minus)					

Melee		Opponents equal value = see below. Crews do not melee.	
Both Roll	Red (or 4-6)	Both hit and Weaker +1 TE	
	Blue (or 1-3)	Weaker gets +1 TE	
Red Rolled by..	Stronger	Weaker gets one hit	
	Weaker	Stronger gets one hit	
<p>Both Units Equal Value: If there is no difference in melee values between units, the unit that rolls Red causes a hit on opponent; the unit rolling Blue causes a TE hit on opponent. Pursuit: Units can change facing as a result of Pursuit INSTEAD of moving to pursue. Cavalry are not pursued after melee by inf.</p> <p>Flank/rear: -Doubles the results on the unit being meleed in flank/rear. -Units meleed in flank/rear cannot change facing until contact is discontinued.</p> <p>SK firing at targets involved in melee can ONLY happen on the first melee phase and ONLY at POINT BLANK (zero) hex range. SK hits are fatigue/disorder hits only. When firing at SK, whole units of missile can ignore SK as more threatening than other targets.</p> <p>Fatigue Hits: at the maximum fatigued hits, units move no faster than 1 hex per turn, have 1 CP (combat penalty) and in melee incur a casualty HIT each time they suffer a fatigue hit.</p> <p>Removing TE hits: each turn a unit makes NO movement (use a different colored indicator to show the unit has not been ordered to move this turn). If forced to move or melee, the unit loses the attempt for that turn.</p>			

Modifiers	Firing	Melee
Each Hit	1 CP	1 CP
Vs. Flank/Rear	1 CB	1 CB
Target in ea. Cover	1 CP	1 CB
Commander (a Plus Value)	+CVS (C)	+CVS (C)
At least 1 friend past melee plane.		1 CB



Hex Command



Rules for Wargames with Historic Miniatures

Version 7/28/2010 11:37 PM

Terry Cabak and R. Jeffrey Cabak

© Terry Cabak



HAND OUT SECTION.....	4	5.6 Buildings Hex.....	12
REFERENCE SECTION.....	6	6. ATTACH COMMANDERS.....	12
1. UNITS, FORMATIONS AND SCALE..	6	7. COMBAT: PHASING AND NON-	13
2. COMMAND AND COMMAND	6	PHASING PLAYER.....	13
VALUATION.....	6	7.1 “Ganging Up”.....	14
2.1 Commander Sphere of	7	7.2 Melee.....	15
Influence.....	7	7.2.1 Melee More than One	15
2.2 Command Valuation	7	Unit.....	15
System.....	7	7.2.2 Joining a Melee.....	15
2.2.1 Limit of Orders Written	7	7.2.3 Zone of Control and	15
and Order Changes.....	7	Determining Melee.....	15
2.2.2 Decision Failure	7	7.3 Melee Process.....	16
Consequences.....	7	7.4 Advance After Melee.....	17
2.2.3 Determining CVS.....	8	7.5 Routing.....	17
2.3 Activation Sequence.....	8	7.5.1 Rout and Passing	17
3. ARTILLERY.....	9	Through.....	17
3.1 Rifled Artillery Grapeshot:	10	8. RALLY.....	18
Engaging Artillery in	10	9. TURN CONCLUSION.....	18
melee.....	10	OPTIONAL RULES.....	19
RULES BY SEQUENCE.....	10	Disorder/Fatigued.....	19
1. TURN INDICATOR AND REMOVE	10	Supply.....	19
COMMANDERS.....	10	Tribes and Light Infantry.....	19
2. CHECK ARMY INTEGRITY.....	10	Hidden Movement.....	19
3. SPOTTING.....	10	Mounted Infantry.....	19
3.1 Representative (hidden)	10	Pike and Shot era Muskets.....	19
Markers.....	10	Unit Composition.....	19
4. REINFORCEMENTS.....	11	Rate of Fire: Marking Units that	19
5. MOVEMENT.....	11	Fire.....	19
5.1 Change Facing.....	11	Melee Points.....	19
5.2 Zone of Control.....	11	SEQUENCE OF PLAY.....	20
5.3 Stacking.....	12	GAME SETUP AND OPERATIONS	21
5.4 Crossing/Entering	12	CHECKLIST.....	21
Obstacles.....	12	HEX COMMAND GUNPOWDER CHARTS .	24
5.5 Roads & Terrain.....	12		

Introduction

By creating a set of rules for war games that combine board game mechanics and miniatures, these rules strive to reduce the time and effort needed to play war games with historic miniatures. When you use Hex Command rules, we hope you find the games moving along without complicated math, calculation or tedious unit formations. Games should be fast and fun and enable players to think about tactics far more than computation. These rules are designed with pages that can be handed out so players can get started quickly, and the rest of the rules are reference material. To win this game, players must observe the tactical reserve, movement coercion, and supported combat.

About the Hex Command System

One major design goal was to create commonality so the rules in their conceptual form can be used between ancients, gunpowder, modern and skirmish modules, as well as ship combat and future-technology conflict settings.

Another goal was to have an excellent game decided in less than two hours. This is accomplished by use of a hexagon grid to speed movement and measuring. The hexagon grid also makes internet gaming possible because players can set up and broadcast remote game tables with a great deal of accuracy between players or clubs. Hexagon-shaped or grid-following terrain isn't necessary as long as players can see the grid enough to move units correctly.

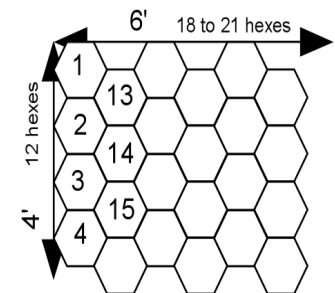
"Code 'n Color" Dice

These rules use a "Code and Color" cube but a d6 can be used just as well: 1-3: Color (red), 4,5: Code, 6:Code'n Color. You can construct your own cube by painting three sides of a cube blue and three sides red; then on one blue face place a symbol (we use a Star), and do the same on one Red side, then leave the remaining sides unchanged. In firing, Hex range determines base to-hit, so for example at full infantry range 4 hexes needs a "Code 'n Color" to hit. CnC means "Red Star." Code would mean any star, and Color would mean any Red face.

Basing System

A primary goal was to enable anyone's collection of miniatures to be used without rebasing, and that the quantity of figures on a stand of troops has no relevance: "a unit is a unit" as we say.

For Hex Command Mechanized, that means a squad of infantry, which comprises up to four infantry figures. Squads are signified with a marker on the stand as to their contents, or they can actually show the miniatures if desired. For special weapons this might be two figures and an MG, or a motor team.

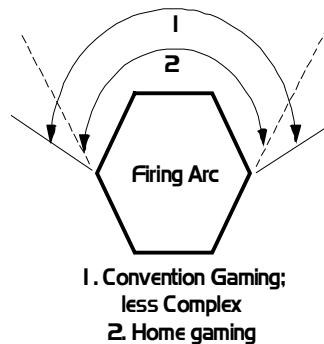


Hexagon Grid

If you are producing your own hexagon grid, we recommend the upper left corner should be a whole hex and the pattern is "points out." Numbering hexes is not required, but is beneficial for games especially those broadcast over the Internet.

Hand Out Section

Sequence of Play	Follow the sequence of play and notify players of all optional rules BEFORE the game begins. The Turn Sequence at the back of these rules describes the process of each turn.
<p>It begins with both players rolling for activation: The winner of the activation die roll becomes the Phasing Player or Player A, and the lower roller becomes the Non-Phasing Player or Player B. Activation can be done in two ways:</p> <p>1. Traditional A/B System. This is potentially a faster game because units may fire twice in a turn: Player A moves all units, followed by Player firing all units that have targets. Once done, Player A fires. Player B becomes the Phasing player and A becomes the non-phasing player; player B moves all units and Player A fires all units that have targets, followed by B firing. Conduct all rallies and the turn ends. Casualties are simultaneous; they do not affect combat values except in special circumstances (Artillery firing grapeshot, usually at auto-hit range). See the rules for notes about Reaction.</p> <p>2. Activation Sequence: In this system units may (unless special weapons) only fire ONCE in the turn and as such should be marked as FIRED when they do fire. Each player assigns a number to each group (usually each brigade in small and medium sized games) for an order in which they will move in the turn. Player A then moves their first unit, followed by Player B's moving their first unit, then Player A's second group moves, etc. until all groups have moved. Both players now fire all units that have targets; in this system simultaneous firing is more obvious. Once firing is done, all sides conduct rallies and the turn ends.</p>	
Tracking Damage and Types of Markers	Markers are placed on the table to show effects to units and other unit conditions and situations from combat or moving through obstacles. However, a roster card can also be devised to keep some information secret from the opposing player.
Heavy Artillery, Structure and Ship Damage	Damage to structures and ships can be recorded with Symbol Damage Cubes, or a roster card, as players decide. In fact, players can choose not to use any markers in the game and just use a roster page or card, as this helps conceal damage. Heavy Rifled and Heavy Smoothbore types as well as siege mortars are used in and against forts and ships; however, heavy artillery inflict more damage on land units (double hits), and have greater range than field artillery.
Movement	<p>The hexagon shown here describes the forward movement and firing arc. Players should determine if Oblique moves are to be allowed.</p> <p>Arcs, Change Facing and Unlimbering Note that the arc shown here is where the game is played with forces facing the FLATS of hexes, not the corners.</p> <p>When commanders are used as actual pieces moving on the table they move as cavalry but have no terrain restrictions.</p> <p>All units in the game can change facing once per turn without penalty, any degree of facing change, either at the beginning or end of their movement, while cavalry can change facing twice at: the beginning, middle or end of their movement.</p> <p>Artillery can move and unlimber (firing next turn), unlimber in place and fire in the same turn, or limber and move.</p>



Game Setup and Operations Checklist

- 1. CVS and Optional Rules**
Players determine if CVS is used and if so if CVS values are randomly assessed or set by scenario. Review Optional Rules.
- 2. Scenario, Orders of Battle and Maps:**
 - Attacker/Defender:
Defender must be outnumbered by 1/3 in order for the Attacker to have a chance of winning. Use of cards might make this less necessary as the cards will affect both forces.
Defender cannot have more cavalry than Attacker.
Defender must have some fake units on board or hidden and marked on a map.
 - Move to Combat
 - Random Scenario, (within established parameters)
 - Re-fight an actual event
- 3. Cards & Events**
If cards are used, the CVS determines quantity drawn for each Brigade and Overall commander.
- 4. Place Cards**
Place cards, determine functions and alter and marks forces if necessary
- 5. Activation Sequence and Entering Units**
Players determine if to use and record Activation Sequence for each Brigade/Division, and where units arrive; some Card and other optional rules can affect this.
- 6. Placed and Hidden Units**
Units starting are placed on the field; players record location of hidden units.
- 7. Reinforcements**
Players record when Reinforcements might be available; some Card and other optional rules can affect this.
- 8. Route of Retreat**
Players select and/or mark (hidden if possible) if not for each Brigade, for each Division. If routing forces cannot exit the field within 3 hexes of a marked RoR, they may be lost for the campaign and/or each such unit weighs heavily on final points.
- 9. Consecutive Fire Markers**
Players apply Consecutive Fire markers to each unit and dispense Flags/names for each unit.
- 10. Names**
Pieces and Terrain requiring names are marked
- 11. Place Forces**
Conduction Initiative /Activation if necessary and begin the game.

Sequence of Play

SEQUENCE OF PLAY

1. Arrivals

- Adjust Turn indicator.
- Arriving troops and other forces moved onto surface.
- Check spotting/reveal unit markers.

2. Command Control

- Check Force Integrity (when all commanders are killed or a player force is at 30% or less, or at the agreed checking level of losses).
- Remove commanders (if using Commander Placement method).

3. Initiative/Activation

- Roll to see who wins Initiative (becomes A or Active player; B player is non-phasing).
- Write New Orders and send couriers, or attempt to Change Orders

4. Phasing Movement

- Attach Commanders (except to routed units; move them then attach commanders)
- Move units not involved in melee.
- Move Routed Units.
- Place/Move Commanders/Couriers and Read Orders.
- Move Troops and Mark Conditions.

5. Post-Move Firing

- Optional: Roll per brigade based on Tactical CVS to see which side actually fires first then apply Casualties/Hits, or
- Standard Rule: Non-Phasing Player fires including artillery and applies Casualties/Hits.
- Mark fired units.

6. Phasing Firing

- Phasing Player A units not already fired, are fired; apply casualties/hits.
- Mark fired units.
- Apply Casualties/Hits.

7. Melee Combat

- Melee combat and hits recorded.
- Routed units are moved.

8. Rally

- Routed units with Commanders are rallied; turn to face desired direction and remove all routed/TE hit markers. Optional: Rally from routed status but apply one TE hit. Optional: Rally in command sphere or attachment only.
- Non-Phasing becomes Phasing and repeat from Step 2
- Turn ends.

Optional: While still rolling for Initiative to see who the A-Phasing Player is and who the B-Non-Phasing player is, another method thereafter is that the phasing player moves only one brigade/designated group of units; marking them as Moved. The non-phasing player then does the same. Repeat this until all units have moved. Player A then conducts all Missile Combat, followed by Player B. Player A and B then resolve all melee combat.

Firing Overview	The range in hexes (or bands) determines what symbol on the CnC cube is required to score a hit.	
Units can only fire at targets in their primary arc and ONLY if the center of their stand can draw a straight line to the center of the target stand without passing through any obscuring hex, friendly unit hex, terrain hex etc.		
Ranges	The first hex area around a unit is its "neighboring hex" and is always an automatic hit in the primary arc, as long as no other modifiers exist to change that basic requirement, e.g. a target is in that range but under cover. Rifled artillery do NOT have an auto-hit range. In some cases some artillery cannot fire into the hexes immediately ahead of themselves.	
Obey the process: Get the other players attention and let them know what is happening; get them to watch with you as targets are named, then modifiers added or subtracted. For each hit on a unit, place a hit marker next to the unit. Players should decide if they wish to mark each time a unit fires (sometimes helpful).		
Modifiers	Each combat penalty (CP) pushes the range band further out toward impossible to hit, and bonuses pull it closer toward being automatic. For instance, 1 CP means if Code was needed to hit with the die roll, then it becomes needing a roll of CnC.	
Each modifier is always one point such as being higher, behind a fence wall or in forest, target flank/rear, hit markers on the firing unit etc. A maximum of two combat firing bonuses is allowed - in other words, you cannot get benefits all the way from CnC to Automatic, but you can get enough penalties to go from Automatic all the way to impossible.		
<b style="background-color: #f4a460; border-radius: 10px; padding: 5px; display: inline-block;">Winning the Game		
Here are five "phrases" that if followed will help you win a Hex Command Gunpowder game:		
1. Form a reserve whenever possible.	2. Retain your cavalry until the last to either breach a hole, save you from disaster or attack already injured units. Never use cavalry as a first-strike on aware enemy formations.	3. Keep commanders away from assignment to melees and front line units.
		4. Never send one unit to do anything - use the "3 Minimum Rule": 3 units for everything.
		5. Move artillery into position as soon as possible. They should be firing while your infantry moves. If available, keep some artillery limbered.
Break Point: Prior to the game players should set a break point; a percentage of their total starting points that if reached in removed or routed units would probably dictate that the army withdraw; usually between 25% and 40%. There are a great variety of victory conditions other than lost units and we suggest consulting as many sources as possible to get a good idea of the possibilities. One thing we can say for certain is if you play with the optional concept of commander figures representing commanders and being moved about the gaming surface like normal units, and your supreme commander is killed, it will cause all the units in the force to roll for integrity immediately: Roll a CnC cube for each unit. If rolling RED, a unit must withdraw 2 turns distance at ONCE, toward the rear.		

REFERENCE SECTION

Units, Formations, Scale

1. Units, Formations and Scale

- a) A "unit" can represent anything from the smallest segment such as a company/maniple, to a cohort/battalion/regiment. Units are then grouped into brigades and several brigades comprise a legion/division of an army.
- b) The only formations that exist are either Normal (Ordered), Routed or Fatigued. Fatigued units - a combat and "zone of control" detriment- is caused when units have reached their limit of encountering obstacles or elements such as Melee that induce fatigue.
- c) Other than in the Mechanized era, the scale representation is technically 25 yards to the inch (or one hundred yards per hex). For the ancient period, if one unit represents 200 men that would be roughly equivalent to a battle-experienced Cohort or medieval battalion, and there would be about 5-6 cohorts to a Legion or medieval equivalent, with 3-5 Legions to an Army.
- d) There are generally 4-6 regiments to a Brigade, 2-3 Brigades to a Division and 2-3 Divisions to an army Corps. Artillery Limbers are optional and serve mostly a decorative function. Based on the year of a conflict, artillery can be assigned per brigade or as Battalion artillery to each division.

2. Command and Command Valuation

- a) Commanders have no movement. The quantity of commander figures in the basic game represents overall command effectiveness and not an individual commander that moves around the battlefield, thought that is an optional concept (and prolongs the game).
- b) In the basic system they are simply attached to a unit to signify the Phasing player's movement phase conclusion and to hope to influence the unit he is being attached to. Commander figures are "symbols" of command strength for the players force and they have a special placement and removal procedure. Placing -called "attaching" -a commander to a unit represents command influence being exerted on that unit.
- c) In the advanced version, a commander can have a sphere of influence where more than one unit can be influenced.
- d) Commanders can be pieces that move, at cavalry speed, ignoring all obstacles until they reach the desired region or unit. Using that system however, the use of courier figures (move like officers) might be introduced. Write the message down and send it with a courier.
- e) Combat – Commanders attached with units add to firing and melee value.
Death – Commanders attached to a unit are killed when CnC is rolled (no hit is applied to the unit he is attached to).
Capture –Commander's attached to units that rout are captured.
- f) In some cases however, specific ethnic commanders are needed in the game to control specific ethnic groups. These specific commanders cannot be applied to other parts and/or arms of an army, e.g. Hungarian troops have a commander that cannot be used with a German force. However, once that particular ethnic commander is captured or killed, no command influence can be exerted upon the troops.

Optional Rules

Optional Rules

Disorder/Fatigued

Each time a unit encounters an obstacle apply a TE indicator; upon entering a forest apply the TE hit but don't apply each hex of forest the unit moves through thereafter. Upon the maximum TE hits reached (3) the unit is marked Fatigued and must stop all further movement and face changing is not allowed until the unit has recovered beyond the fully Fatigued state (each turn of non-movement recovers a fatigue hit). Commanders (in proximity or attached to such units, whichever players are playing the game) remove all fatigued markers upon being attached for one turn. Fatigued units fire with one CP.

Supply

As no game in this system should last longer than 12 turns, supply should not be an issue. However, if players wish to record supply, a roster page of each unit should be drawn and each turn a unit fires, it spends one point of supply. Units carry 12 points of supply and cannot transfer supply between them. They resupply by having a wagon move to within 2 hexes.

Tribes and Light Infantry

Not all tribal units should check for command control at the beginning of the game because this should already be established before a battle would commence. However, some units may have to check morale at the beginning of the game. If failing (rolling higher than the Tactical skill value of the commander), said designated units can only advance toward the enemy if the target enemy unit is disordered or worse; if a fresh, undamaged unit, they will not move to melee.

Hidden Movement

Units that cannot be seen by any enemy are replaced with two fake counters. The owning player or judge is responsible for knowing which is real and for returning the actual unit to the surface once spotted. Range of sight is 9 hexes on normal days and 6 hexes any other time. Supply players with extra movement plates (the bases one uses to put the figure bases on for easy movement) to use as markers on the table.

Mounted Infantry

Mounted infantry is not melee-capable cavalry, they are normal infantry with muskets and other noncavalry missile weapons; they have no swords or sabers or lances, and cannot melee on horseback. Whenever engaged by normal cavalry they are immediately routed. Mounted Infantry always move to a destination and then dismount. Once they dismount their horses are held in the space immediately behind them but the mounts do not advance toward the enemy if the dismounted troops do. Mounted infantry with muskets cannot fire while mounted.

Pike and Shot era Muskets

For this era or any era where cumbersome, early gunpowder muskets are used, treat the best firearms as B class and firing is only once per turn. Artillery are presumed to be B class at best, also firing once per turn. Artillery of this era, unless special/rare, once unlimbered cannot move again but we do allow them to be turned but turning costs one penalty.

Unit Composition

It technically doesn't matter what a unit represents in the game; it can be a regiment, brigade or just a company or section of artillery. But the game was designed with each infantry and cavalry unit being called a "regiment," and each gun and crew representing a 4-gun battery of either Smoothbore or Rifled types.

Rate of Fire: Marking Units that Fire

It is important to note that depending on the era being simulated units may ONLY be able to fire once per turn and as such, players must determine if they wish a unit to fire in the Non-phasing Player Firing phase, or wait to fire in their Combat firing phase, so marking units that have fired may be necessary. Only in rare cases before the American Civil War should some units be able to fire more than once per turn.

Melee Points

The basic melee system does not use numbers for added benefits other than keeping a Stronger unit in the Stronger category during melees, but other options can be incorporated.

Stronger units cause one TE hit automatically versus the primary target of a melee, and if fighting two units or more, Stronger units can choose which of the additional enemy units to apply the automatic TE hit.

8. Rally

Rally means that at the end of a player's phase, units recover from damage or routed state, to an improved or less damaged state.

Rally occurs by attaching a commander to a unit at the end of movement phase (or moving a commander in the movement phase to proximity if that rule is used), to damaged units.

Players can choose to play the game with either:

- a- remove all markers on such units or
 - b-rally incrementally; only one Casualty hit is removed each turn or
 - c-**some** units can rally without commanders attached. These would be the most valuable units on the game table.
- a) At the end of the turn, one Hit Marker and all disorders are removed from attached units or units in proximity.
 - b) Units that can self-rally without a commander remove one hit marker.
 - c) The unit is now rallied from the routed state even if it has remaining hit and damage markers and can turn to face as the owning player desires.
 - d) The longer a commander remains, the more casualty hits are removed each turn.
 - e) Units presently in melee can not be rallied.

9. Turn Conclusion

- a) Remove Fired markers and turn all melee indicators over to next color to show second round color.

- g) In all cases, commanders cannot be singled out for being shot but CAN be accidentally hit, when any unit they are attached to or in range of takes a casualty hit of RED H; in this case, the hit is not applied and the commander is hit instead.

2.1 Commander Sphere of Influence

(optional) A commander sphere of influence is all the hexes surrounding his location that he can affect for rally up in the rally phase. Some commanders have no effect, others range up to a value of 2 CB. Players are NOT obliged to tell the other players of their Commanders full capabilities until they actually need to use it. For the rule Advance after Melee, the sphere of influence may dramatically influence results.

2.2 Command Valuation System

The Command Valuation System (CVS) adds flavor to the game and uses a 1d10 die. It is a series of numeric values that represent commander "traits." These values help decide situations and includes values for:

- Initiative (I) ranging from 4 (best) to 7 (worst)
- Combat (C) from zero to +2
- Morale (M) from zero to +2
- Tactical (T) from 4 to 7
- Aggressiveness (A) also from 4 to 7.

Rolling a 1d10 higher than the value "passes" the roll and the player can do what they wish; failing the roll sometimes has consequences from a random list. For instance, deciding which road to take at a junction, or to decide what a commander would do in a situation. If agreed to, before the game begins players develop a plan and write orders to segments of their force describing objectives to accomplish.

2.2.1 Limit of Orders Written and Order Changes

The limit for how many times this attempt is allowed can be up to players to decide, or again, simply use the formula that the initiative value is the number of order changes possible; in some cases, that number may also be the total number of orders that CAN be written from the start.

2.2.2 Decision Failure Consequences

During the game, a player may wish to change a written order. However, before that is allowed the player must roll higher than the CVS value for Tactical in order to "pass" or succeed in the attempt. If passed, the force immediately receives the new order.

Failing to roll higher means the new order is not written and in some cases, "consequences" both good and bad may be the result.

1. Cannot advance or change facing until next activation.
2. Same as 1 and all units get a TE hit.
3. Cannot move in the enemy's direction until passing "Aggressiveness." Can move in other directions however.
4. Hold until new orders are received.
5. Must proceed with original order/objective.
6. Each unit about-faces and moves towards the rear until cover of some kind is been reached whereupon they defend until new orders are received.
7. #6 and all units in all units get a TE hit.
8. #5. All units receive a hit marker.
9. Opponents choice of any of the above.
10. All units receive a hit marker.

2.2.3 Determining CVS

Roll to see the traits of a commander on the CVS Values chart; to see which group to roll into 1d6 for Best, Average or Poor then 1d6 for specific qualities. To see if a force gets any replacement commanders, roll higher than the most superior commanders Tactical number. However, in a campaign or series of games, as it might be possible for players to use this as a way to get potentially better commanders, for each roll attempt reduce the amount of lost commanders by one, starting after the first event.

Players may wish to use a more realistic method for command control. Instead of allowing all commanders to be placed anywhere, designate only the overall army commander to have this ability and enable Divisional commanders to influence only troops in their respective divisions. In other words, players may wish to continue with the historical hierarchy of Army, Corps, Division, Brigade/Battalion.

The implications for artillery his that there should be a separate commander for the artillery or none at all and only allow the overall field commander to influence artillery.

CVS Values (1d6)							% Spread of Commanders and Regt Morale Grades			
Start the game, replacement or new:										
Die Roll:	F	M	T	A	Init/Act	Year	U	C		
5,6	6	1	2	4	4	4	61	-	10	
	5	2	2	4	5	5	62	10	30	
Veteran	4	1	1	6	5	4	63	30	40	
	3	2	1	5	5	5	64/5	40	40	
	2	1	2	6	6	5				
	1	2	1	5	6	5				
3,4	6	1	1	5	6	5	61	30	30	
	5	0	1	6	5	7	62	50	30	
Trained	4	1	0	6	6	6	63	40	30	
	3	1	1	5	5	7	64/5	40	40	
	2	1	1	6	7	5				
	1	0	1	6	6	6				
1,2	6	0	1	6	6	5	61	70	60	
	5	1	0	6	7	6	62	40	40	
Untrained	4	0	0	6	6	6	63	30	30	
	3	1	1	7	7	7	64/5	20	20	
	2	0	0	7	6	7				
	1	0	0	7	7	6				

2.3 Activation Sequence

The Activation Sequence is an optional concept where players assign chronological numbers to segments of the army; in a typical game this is usually Brigades, based on how they plan to engage the opponent, and these numbers basically say number 1 will activate first, 2 will activate second and so on. This is the order in which players will activate after they pass Initiative. In this concept it is vital to mark units that fire.

Artillery always floats, that is, they needn't be given a number as they can fire with opportunity.

The process is that the winner of initiative, the A player, activates the first group. The opposing player, player B, conducts actions for the non-phasing player as usual. When Player A is finished with his first, B becomes the active player and activates his first, while A becomes the non-phasing players. This continues until all groups have been activated, then the turn ends.

7.4 Advance After Melee

- If there is more than one unit that can advance or it can be debated which one actually does advance, simply pick one even/odd to see which one, or ones as it may be several, advance.
- Units that win melees must advance as described above.
- Units that advance are allowed to change their facing.
- If a unit pursues a withdrawing enemy after melee and that enemy moves onto a hill hex leaving the pursuing unit NOT on a hill hex, the advancing unit can elect NOT to melee.
- If a unit advances after winning a melee and the move brings the unit into contact with enemy again, the advancing unit has the OPTION of not engaging in melee. HOWEVER, players CAN elect to make all contacts MANDATORY.

7.5 Routing

- Once a unit receives 3 casualty hit markers it is routed. Routed units immediately move 3 hexes (4 for cavalry and artillery) and continue to move toward the rear until rallied or they leave the field.
- Routed units MUST turn around and move DIRECTLY opposite their facing; upon coming to a designated route of retreat or impassable terrain they can follow it as long as it does not take them closer to the enemy; if they move toward the enemy in following this route they are removed from play.
- Routed units that are pushed back through a friendly unit cause a TE hit to that unit. If there is no empty space behind the passed through unit for the routing unit to be placed it is destroyed.
- If pushed back onto and into an enemy zone of control (an enemy firing arc or movement arc), the routing unit is destroyed and removed.
- If a routing unit is fired upon that causes a casualty, the routing unit is destroyed.
- See Optional Rules for Withdraw from Melee.

7.5.1 Rout and Passing Through

- A unit cannot move/rout through an enemy unit, but can rout through a friendly unit if one of the involved is not cavalry and there is an empty hex for the routed unit to be placed into behind the unit passed through; routing through two units to get to an open hex is not allowed and routing units are destroyed if that is the case.
- Move/rout through artillery is allowed except for routing cavalry.

7.3 Melee Process

- a) To perform melee each side adds and subtracts modifiers to its base melee value; this results with one unit being the **Stronger** value and one being the **Weaker**. If there is no value difference between units neither one is said to be stronger until the casualty markers say otherwise. If there is no difference in melee values between units, the unit that rolls Red causes a hit on the opponent; the unit rolling Blue causes a TE hit on opponent. In the basic system additional points that make a unit superior simply keep it superior: these extra points above the value of the enemy are not applied in any other beneficial way (see [optional rules](#)).
- b) Each player rolls a CnC cube and refers to the chart to see which unit and type of damage is inflicted.
- c) Once a unit has 3 hit markers it is routed. If no other Rout marker is used, leave the 3 hit markers attached to the unit until it stops routing.
- d) If no unit routs from a melee, another round of melee ensues in the following phase. Continue the process until one unit routs. A unit may be meleed any number of times.
- e) Units that are still in contact at the end of a turn do not rally up. An attached commander in this case only serves to increase combat value.
- f) **Fatigued/Disordered** units are 1 CP. Remember that Disordered/Fatigued units have NO ZOC, meaning enemy can pass through their frontal hexes.
- g) Firing into a melee is not allowed.
- h) **Marking melee actions:** We suggest marking the facing hex side where a melee is occurring to keep it clear who is fighting whom. Flip the melee marker over to another color and the end of the first round to show that a round of melee has concluded.
- i) **Melee Obstacles:** After each round of melee, any cover bonus is reduced by one when the phase concludes at that location, until the terrain value reaches zero; this is why marking melees is helpful. Higher value cover degrades in benefit one point per phase until it is reduced to a value of zero for THAT melee.

If a melee continues from a previous turn or phase with the same units involved, the cover continues to degrade (double cover to single cover to no cover); another unit that joins the melee situation benefits from the cover at its degraded value.

Melee cover value reapplies once a unit has been pushed back from a melee and no other enemy is still in contact with the remaining unit in that location.

- a) **Melee Forts.** Forts and other fortifications count as Double-Cover. Meleeing with units in these obstacles benefits the owner with +2 for the first round, then +1 on the next round, then nothing for the subsequent round(s).

Degrading Cover Caveat: "degrading cover" does not mean the cover is physically being reduced to rubble and therefore no value; it means the unit benefiting from the cover cannot continue to benefit from it as the melee is happening around it.

3. Artillery

Movement and Firing Range	Moved by Limber is 3 hexes per turn (otherwise foot is 2 hex per turn or 1 band). All artillery (except heavy guns) can move and unlimber and fire costing a CP; mark units that move and unlimber so it is not forgotten that they did so. All non-phasing player artillery can fire in their non-phasing fire phase and MOVE when they get activated. Heavy and siege artillery cannot make movement of any kind (except facing changing) AND fire in the same TURN.
Artillery cannot fire into a melee.	For artillery, each band/division equals TWO hexes. To play without a Hexagon grid, each band measures about 3 (2.5 inch) hexes (8 inches) in size; without a hex grid a measuring stick or tape measure is needed.
Push Move	Batteries in most horse and musket eras can push 1 hex per turn (open, clear, flat terrain and NO slopes). When not using hex grid push is 1/2 a band. Artillery CANNOT be pushed UP HILL or over streams unless special rules are designed (for engineers and such). Any units can push artillery. Extremely heavy and Thirty Years War artillery (and the like) cannot be moved once unlimbered.
Melee and Rout	Crews do not melee (except in skirmish modules). If routed by enemy fire they limber up and move (except in eras where artillery would take a long time to establish e.g. 30 years war). If contacted for melee they abandon the guns (captured artillery: die roll the number of shots the new crew can use, using 1d6). The crew CAN return to the guns and until then CAN be fired upon.
Woods	Artillery can be placed in woods only if they move by path or scenario, or enter the hex side from a clear hex side. They cannot move from woods to woods hex unless by scenario. These weapons cannot be moved into combination terrain (forested hills), and cross water only at bridges and fords unless stipulated by scenario; e.g. Mountain Howitzers which are pack-animal transported and assembled.
Classes	Artillery has 3 classes (A=Rifled, B=Smoothbore C=other) with Howitzer/Mortars having the ability of firing over obstacles to hit targets behind fortification walls, as long as the battery is in sight of the target. All other direct-fire artillery must roll to see if their shots hit defensive structures and if not only then may hit enemy targets. They must have a direct unobstructed line of sight to the target except when Howitzer/Mortar or high-arc catapults.
Dead Zone	The distance to an obstacle or friendly unit - 1/2 that distance beyond- is a Dead or Safe zone that targets cannot be hit.
Scale	Each artillery stand represents one battery and crew plus limbers/wagons. In the Mechanized era each artillery stand represents a single crew with a single weapon or section of mortar tubes. Players can choose to show limbers on the table but these are decorative only.

3.1 Rifled Artillery Grapeshot: Engaging Artillery in melee

For rifled artillery, firing at close range using grapeshot was less effective than Smoothbores so it's not automatic; Color is required to score a hit. Artillery ranges comprise TWO hexes for each color or code "band."

A special note needs to be mentioned about engaging artillery, especially prior to melee computation. If using the concept of the A/B system- instead of rolling to see who fires first- where movement comes before combat (artillery is the only arm that can fire before it moves however) and the non-phasing player cannot fire until AFTER the Phasing player has moved, non-phasing artillery gets "robbed" of a chance to fire prior to melee and this is a stretch of fairness. Therefore, whenever artillery are melee'd (in their frontal arc) for the first round they will cause an automatic hit to their choice of target in arc. Rifled or "A" class guns however, must ROLL to see if the hit is applied- roll Red- due to reduced Grapeshot effectiveness of the rifled barrel.

Rules by Sequence

Rules by Sequence

1. Turn Indicator and Remove Commanders

- Adjust turn indicator.
- The phasing player removes commanders when commanders are being used as symbols (i.e. they are not actual figures that move around the game table).

2. Check Army Integrity

- For each commander lost add 10% to a forces total percent of destroyed units.
- If supreme commanders are lost, check army integrity.
- Reinforcements that arrive after a major integrity check are not included in that force's check or that forces recovery; arriving troops are treated as their own force with their own integrity calculation.
- When a force has reached a break point percentage of points lost (usually this is 30-40%), check integrity.
- Forces or units fail integrity check if the player rolls RED and this is done each turn until something restores integrity.
- When failure occurs, move failed units 3 hexes or two bands directly rear of their facing if rolling RED.

3. Spotting

3.1 Representative (hidden) Markers

Roll Red H to spot plates or representative unit markers if they are being used in the game. Range: 8 hexes (5 bands), 12 from Hill (8 bands). At 5 hexes reveal markers automatically except those in forest, town, trench, sunken road etc.

7.2 Melee

- Melee occurs between two opposing units in neighboring hexes (or in the absence of hexes, when they are in contact).
- If there is more than one unit in contact and in melee with a single unit, that single unit is going to roll against each one, BUT THE ONLY DAMAGE it can cause is FATIGUED hits and General Hits to the second (aka non-primary) combatant.
- Apply casualty hits at the end of a melee round of all combatants.
- The phasing player declares who his Primary melee unit is and who the primary target is.
- Skirmisher units do not melee; if contacted by cavalry they are destroyed; if contacted by any other force players can choose to a. voluntarily rout them or b. remove them once the enemy unit touches a neighboring hex of the skirmish unit.
- Artillery crews that routs from enemy fire do not abandon guns but they do abandon guns if melee'd. Crews are not routed; they simply step back from the melee one space. They can be fired upon. They return to the guns if the guns are recaptured.

7.2.1 Melee More than One Unit

- A Unit that moves into the **frontal zone of control** of more than one opponent must conduct melee against ALL of them, except against an enemy unit that:
 - has at least one Hit marker (thus has no zone of control) or
 - is Fatigued (thus have no zone of control) or
 - is not on the same elevation and the unit moving does not have the speed to go up the hill to melee or
 - cannot be melee'd because of terrain limitations (e.g. the unit moving is cavalry and the enemy is in a forest which cavalry cannot enter is a mounted state).

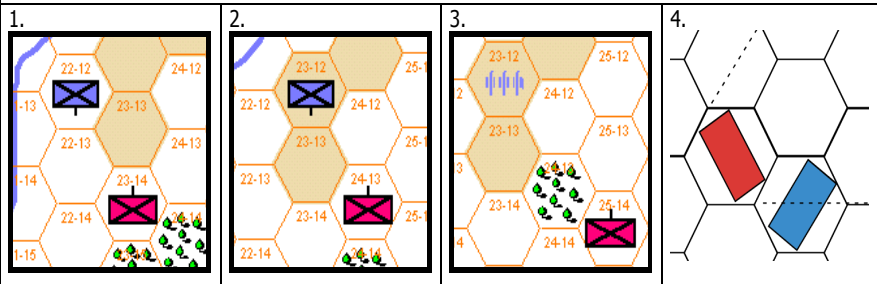
7.2.2 Joining a Melee

- All units in neighboring hexes in contact with a common unit conduct melee separately; there is no single die roll with modifiers for a primary unit (optional rules might describe this further).
- Units joining a melee cannot add their value to any unit engaged in melee, but they will lock an enemy unit from advancing should it win the melee.

7.2.3 Zone of Control and Determining Melee

- Zone of Control is interpreted to mean that melee might occur.
- Due to terrain and other cases, units may not actually be able to conduct melee; they may not be facing each other, or it may be cavalry next to a unit in a forest and cavalry cannot enter a forest so they cannot melee a unit in forest.
- If one item cannot melee for such reasons the melee does not occur.
- If a melee results in a phasing player unit being pushed back into an opponent ZOC, the phasing player is not obliged to melee at that time, but the melee WILL occur in the next phase as the units will not be able to get OUT of melee, unless withdraw from melee rules allow it.

- (1) below demonstrates the entire target hex is not visible due to an intervening object:
- (2) Targets in hexes neighboring a hill cannot be hit by a unit on the hill unless the firer is in the hex neighboring the target.
- (3) Forests on lower elevation should be thought of as extending the flat surface of the hill.
- (4) Close Combat: The units may not be in melee, yet the blue unit is not fully in the firing arc of the red unit either; Red can fire but with a -1 Combat Penalty



7.1 “Ganging Up”

- a) No more than 2 units (of the same arm) can fire at the same target: when firing, the target must be the only target in the same range band of the firing units. If there is another target in the range band, the two firing units cannot concentrate on a common target.
- b) **Combined fire statement that was here was removed due to being the same concept as Consecutive Fire bonus.**
- c) For melee, combined units have been removed from these rules.

4. Reinforcements

- a) If reinforces for the phasing player are due they arrive in the established locations (which may have been randomly generated and given to the players before the battle, with locations recorded).
- b) If the entry hexes are occupied by any enemy units, the enemy is first informed of the apparent strength of the arriving force and decides if it wishes to remain and fight. If not, the enemy blocking force can then make a full TWO moves away from the arriving zone.
- c) If choosing to stay and fight, the reinforcements may attack the blocking units and can overlap their flank(s) only if they have enough units to extend their line beyond the blocking enemy force.
- d) The more randomized concept for Reinforces is that the receiving player is given three locations to arrive on, and rolls a d6 to see which location.

5. Movement

- a) Units move from hex to hex paying costs in movement points to enter each hex. Units may move any amount in their allowance each turn.
- b) Units need only move into a hex next to a unit to declare melee against it, however, in some cases melee cannot be declared, e.g. cavalry vs. a unit in a forest (cavalry cannot melee units in forests -or even enter forests- unless stipulated in the scenario, or they have dismounted prior to moving into the forest).
- c) In addition, units that have no movement allowance remaining once they reach a hex which is the edge of a hill, where an enemy is on the hill hex above, CAN NOT announce melee against that enemy hill hex.
- d) All units must face the direction of movement except when moving obliquely.
- e) **Backwards:** Units cannot move backwards; they must change facing (About Face) and then move. Units cannot STEP BACK while facing forward unless otherwise stipulated. Skirmishers however (if used in the game; see the website for these special rules) can perform such actions.
- f) **Pass Through: Light** infantry is allowed to move through other units causing a TE hit to both.

5.1 Change Facing

- a) A facing change costs one point for any degree of facing change in a hex. Units cannot change facing more than once per turn (some units e.g. light cavalry may).
- b) Once melee contact is made units can only change facing if advancing after combat. Only units that have a vacated hex presented to them in their primary facing arc can be eligible to move into it.
- c) Commanders and Camps have no zones or facing direction.

5.2 Zone of Control

- a) A unit's zone of control are the three 3 hexes of the front facing (the movement arc). In the case of a traditional hex grid the “center rear” hex refers to the hex directly opposite an items facing and is the rear.
- b) Any hit on a unit removes it's ZOC (Zone of Control), and each hit applies one firing and melee CP.
- c) When ZOC is lost, enemy units can pass right by and around without having to obey contact restrictions.
- d) Zone of control is lost for items that are involved in melee or that are fatigued.

5.3 Stacking

No more than one unit may occupy a single hex unless otherwise stipulated. No more than one Commander can be attached to a unit or be used as a bonus to units in range. Artillery cannot be combined in the same hex with another unit.

5.4 Crossing/Entering Obstacles

- a) These do not cost any move penalty but do cause a TE or disorder hit to the unit unless a unit stops when they reach the obstruction and do not cross in the same turn; when any unit STARTS at an obstacle and moves beyond it they do not receive a TE.
- b) Optional: If Players use the rule of command sphere around the hex the commander is located in, this will enable all units in that sphere to be exempt from receiving TE hits (except for double-cover situations e.g. forest on hill).
- c) Small creeks deemed crossable without the need for ford does not cause disorder (they should be seen as decoration).

5.5 Roads & Terrain

- a) Roads negate the move cost of terrain or any TE effects.
- b) As mounted troops cannot enter normal forest (opposed to Light forest) without being forced to dismount, they can move into the forest using a road but must exit using the road in order to remain mounted. If they do not exit by road they are forcibly dismounted.

5.5.1 Firing at Unit on Road; Facing on road

- a) It is assumed when troops enter a terrain such as forest using the road, the terrain's penalty is nullified (they do not auto-disorder and do not stop moving when entering a forest, for instance).
- b) Therefore, unless a unit is announced to be disordered IN THAT HEX at the end of the move, it will be considered Flanked when meleed or fired upon.
- c) A player NEEDS to announce a unit on a road is deployed at the end of his move, and straddling the road and thus is disordered, in order to prevent the FLANK fire. Obviously if the unit remains in place and gets out of disorder, it should be so marked.

5.6 Buildings Hex

A building in a hex represents a group of buildings. Moving into it causes disorder but troops do not have to stop their move.

6. Attach Commanders

Commanders can be placed at any time but once placed that is where they remain for the turn. The reason is that during solo play, a commander may have to be placed on a unit in order to ensure it's decision process is not ruled by a Decision dice, roll in some situations, for instance, if a commander has ordered a unit to move fully down a river to cross and flank the enemy hill, but in moving to the intended crossing point "another" crossing point is discovered that has better concealment that the commander may not have realized when he gave the order (this actually happened). So, the unit making the flanking move reaches a decision point and asks itself "hey, as we can see the crossing point he wanted us to cross at, and while it is further down the river, this crossing point is closer and we'd get across faster, and it's covered."

Commander's need to be attached at the beginning of the turn before movement occurs so that, like in this case, the die roll for decisions can be negated by the attachment of the commander and thus ensure that the player has the ability of ensuring the unit follows instructions.

Commanders attached to units provide combat bonus, that is, a unit needing Code to score a hit with a One value commander attached now hits on a roll of Color.

Commanders may have a sphere of influence rather than benefiting only the unit they are attached to.

Commanders cannot be placed on routed units in the same turn a unit routs, and cannot be placed on routed units until the end of a turn. As routed units move with all other units in a player's turn, routed units will thus rout a. from the initial push-back and b. make another rout move in the next turn during the movement phase. Routed units continue doing so until a commander is attached to stop them. Upon attachment, the unit can be turned around and its rout marker is removed. As this has occurred at the end of a player's turn, it signifies the end of the turn and players won't mistakenly think they forgot to move the newly recovered unit.

7. Combat: Phasing and Non-Phasing Player

- a) (Optional) Mark all firing units with Fired indicators.
- b) A hit, or fatigued condition, removes a unit's ZOC (Zone of Control), and penalizes firing and melee.
- c) Non-Phasing Player Fires before Phasing Player. The non-phasing player fires all units before the phasing player (alt: roll die to see who fires first. alt2: units with commanders attached fire first; if both players have officers attached/in proximity, highest roller fires first).
- d) Once the non-phasing has completed firing, the Phasing player fires all units.
- e) A unit may fire at any unit within its primary firing arc. Unless a firer has a target in primary arc in the same range band: **if a firer wants to fire at a target NOT in arc but also not flanking it either, AND at POINT BLANK range, it can still fire at -1 Combat Penalty.** See image #4 below.
- f) The closest target in arc is always the most immediate target selection.
- g) When there's more than one target in a range band, the firer is fortunate enough to get a choice.
- h) As long as a direct line can be drawn from center hex to center hex with no intervening hex of terrain or another unit in that hex, firing can occur.
- i) Obstacles partially blocking view like a slope, partial/destroyed building, other terrain (but not a full forest hex), cause a -1 Combat Penalty.
- j) A "safe" zone exists being half the distance from the firer to the end of the obstacle.
- k) Each unit fires individually.
- l) A unit may fire only once per phase unless otherwise stipulated. A unit may be fired upon any number of times.
- m) On the third RED hit marker a unit is routed. Rar units may take four hits.
- n) Each hit marker causes -1 in combat value; at one hit a unit loses Zone of Control (meaning enemy units can pass right around it without stopping).
- o) Routed units that receive a Hit are eliminated.
- p) Units on higher ground can fire over friendly units as long as the target is not in a neighboring hex of a friendly unit; use the same Safe or Dead zone rule. Only artillery greater than one space back can fire over the heads of friendly units.