

Days of Empire (2 May 05)

SEQUENCE OF PLAY

Initiative Phase (Simultaneous)	Roll 1d6. The highest score wins initiative for this turn. Re-roll draws.
Morale Phase (On Initiative)	Declare Off board units will arrive in the <i>Movement Phase</i> Initiative player declares charges, makes <i>To Charge</i> tests and 1 st Impulse moves Non-Initiative player declares charges, makes <i>To Charge</i> tests and 1 st Impulse moves Rally tests. (Simultaneous)
Shooting Phase (Simultaneous)	Shooting (Simultaneous) Make tests for Shooting Casualties. (Simultaneous)
Movement Phase (On Initiative)	Initiative player makes <i>Being Charged</i> test and resulting movements for declared charges. Non-initiative player makes <i>Being Charged</i> test and resulting movements for declared charges. Rout movements (Simultaneous) Feint Charges declared 2 nd Impulse movement Initiative player declares opportunity charges, makes <i>To Charge</i> test and opportunity charge movements. Non-initiative player makes <i>Being Charged</i> test for opportunity charges and resulting movements Initiative player makes <i>Being Charged</i> tests for opportunity charges and resulting movements Defensive Fire Normal and Forced March moves All charging units make <i>Charging Home</i> tests
Close Assault Phase (Simultaneous)	Work out close assault tactical factors Remove casualties and perform compulsory movements.

MORALE TESTS

Roll 1d6. If roll exceeds score unit passes

Class 1	1	Class 4	-2
Routing	3	Class 3	-1
Shaken	2	General is attached <i>not included if general is routing</i>	-2
Disordered	1	Exceptional General attempting to rally <i>not included if general is routing</i>	-3
Less than 50% of unit starting strength	2	Other General attempting to rally <i>not included if general is routing</i>	-2
Involved in a close assault previously this battle	1	Square being charged by mounted troops	-2
Pushed back in the previous turn	1	Friendly infantry, artillery, wood, urban area or difficult terrain within 1" of both flanks (<i>Not if enemy occupy area and are within 4"</i>)	-2
Routed previously	1	Charging behind enemy flank or rear (<i>Must start charge to flank or rear</i>)	-3
Target is behind fortification or on higher ground	1	Charging a unit pushed back in the previous turn	-1
Each shooting hit this turn	1	Charging a shaken enemy	-2
Enemy appeared within 4" (<i>Surprised</i>)	1	Irregular charging infantry	-2
For each visible routing/ destroyed friendly unit within 4" <i>not if destroyed/routing unit are skirmishers</i>	1	Artillery crew defending unlimbered guns	-2
Target has passed being charged test	2	Defending an obstacle, urban area or higher ground (<i>Count only once</i>)	-1
Charging over disordering terrain	2	Formed units charging skirmishers	-1
Charged in the rear	3	Pursued by skirmishers (<i>Except if unit was also skirmishing</i>)	-1
Charged in the flank	2		
Within a burning wood or urban area (<i>Fire within 2"</i>)	1		
Skirmishers being charged by formed units	2		
Unit general not within visible command radius	1		
Routing General attempting rally	1		
Cavalry frontally charging formed troops on initial charge	2		
Cavalry charging Square	1		
Light cavalry pursuing routing enemy	1		
Cavalry routing from charging a square	1		
Infantry being charged by cavalry in the open	3		
Infantry attempting to charge formed units	2		
Infantry in march column within musketry range of enemy troops	2		

MORALE TEST RESULTS

Test	Pass	Fail
Charge	Units perform as player desires	Cannot make any movement towards enemy units but may change formation. Only one charge attempt by a unit or part unit per Turn. Cavalry may not charge through, out of or into heavy woods unless on a road and the unit remains on the road.
Being Charged	Units perform as player desires If contacted by enemy charge cannot move or change formation but may shoot at the enemy prior to the <i>Close Assault</i> . Cavalry and irregular charging units may countercharge	Troops move directly away from chargers half a rout movement. A full rout movement is made in the same turns <i>Movement Phase</i> .
Shooting Casualties	Units perform as player desires	Advancing units are halted and disordered. Halted units will be Shaken and must fall back half a normal movement and cannot change formation. Units that fall back the previous turn rout immediately.
Charge Home	Units perform as player desires	Charging unit halts short (Infantry 2", Cavalry 4") of their target and become Disordered.
Rally	Units rally in line or column facing the enemy	Units remain shaken or continue routing

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MOVEMENT				
Troop Type and Situation	Normal	Road	Rout	Forced March
Staff including Escorts	20	24	24	60
Cavalry in column	20	22	20	40
Cavalry in line	16	20	20	--
Skirmishing Cavalry	20	22	20	--
Skirmish Infantry Lines <i>not firing</i>	8	--	10	--
Skirmishers firing and advancing	6	--	10	--
Infantry in March Column <i>not firing (column 1-2 stands wide)</i>	8	10	10	24
Infantry in Manoeuvre or Assault Column <i>not firing (column 4-5 stands wide)</i>	8	10	10	--
Infantry in Line <i>not firing</i>	5	--	10	--
Infantry in Line or Column Firing and Moving (<i>not available to Class 1</i>)	3	--	10	--
Side Stepping or Retiring backwards(<i>not available to Class 1</i>)	2	2	--	--
Horse Artillery Move <i>limbered no firing</i>	16	24	10	40
Manhandled Artillery Move (<i>Medium guns only</i>)	2	3	Remove	--
Foot Artillery Move <i>Limbered with no firing</i>	7	8	8	16
Siege Artillery Move <i>Oxen/horse drawn with no firing</i>	4	5	4	--
Animal Transport/Wagons	6	8	8	12
Boats with current/against current	12 / 6	--	--	--

MOVEMENT MODIFIERS	
Terrain or Formation Change	Modifier to Movement Rate
Moving through an Urban Area or Light Wood or Difficult Ground <i>except skirmishing infantry</i>	Slows Rate to two Thirds
Moving through a Heavy Wood or over Difficult Hill – <i>infantry only</i>	Slows Rate to Half
To Cross a River <i>at marked ford only</i> or To Cross a Swamp, Snow, or Sand	Slows Rate to a Third
To Ford Stream or Enter/Exit Boats	Slows Rate to Half
To Cross a Low Wall	-2"
To Cross a Man Height Wall/Fortification/Obstacle <i>infantry only</i>	-4"
Wheeling <i>measured from outside flank</i>	Slows Rate to Half
To and From Square	-3"
To Turn Manoeuvre or Assault Column 90°(<i>column 4-5 stands wide</i>)	Slows Rate to Half
To Turn March Column 90°(<i>column 1- 2 stands wide</i>) <i>Unit will form line</i>	Slows Rate to two Thirds
To Turn About 180°	Slows Rate to Half
To or From Manoeuvre Column to Line <i>move not involving a turn</i>	Slows Rate to Half
To or From March Column to Line <i>move not involving a turn</i>	Slows Rate to Half
To Limber/unlimber Foot Artillery from Horse teams	-3"
To Mount/Dismount – <i>1 figure in 4 to hold horses</i>	-2"
To or From Column to Line – <i>Heavy Cavalry</i>	-6"
To or From Column to Line – <i>Light Cavalry or Skirmishing Cavalry</i>	-4"

CASUALTIES AND DAMAGE TO ARTILLERY / STAFF / ENGINEERS			
For each hit from Shooting or Close Assault roll 2d6 to determine effect			
Roll	Artillery	Staff	Engineers
2-4	No effect	General will need fresh change of clothes. No Effect	Remove 1 Pioneer Figure
5-8	Limber Hit. Battery may only move half when limbered	Remove 1 Escort Figure <i>General cannot move for one turn</i>	Engineer Slightly Wounded <i>No Action for 1 turn</i>
9-10	Gun Suppressed <i>1 Gun cannot fire for 1 turn</i>	General Lightly Wounded <i>Units lose command for 1 turn</i>	Engineer Seriously Wounded <i>No Action for 2 turns</i>
11	Battery Suppressed <i>Battery cannot fire for 1 turn</i>	General Seriously Wounded <i>Units lose command for 2 turns</i>	Engineer Killed <i>If no Engineer then 2 Pioneers</i>
12	Gun Destroyed <i>Remove gun</i>	General Killed <i>Units lose command for 2 turns and until General replaced</i>	Engineer Killed <i>If no Engineer then 2 Pioneers</i>

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SMALL ARMS SHOOTING								
HH indicates two casualties, H indicates one casualty								
Stands per 1d6	Rifled Musket Range (Inches)	Smoothbore Musket Range (Inches)	Dispersed	Dense	Line	Fast	Light Cover	Heavy Cover
4	3	2	3456H	234H 56HH	234H 56HH	23456H	456H	56H
	6	4	456H	345H 6HH	3456H	456H	56H	6H
	12	8		456H	456H	--	--	--
3	3	2	456H	345H 6HH	345H 6HH	3456H	456H	56H
	6	4	56H	45H 6HH	456H	456H	56H	6H
	12	8		456H	56H	--	--	--
2	3	2	56H	456H	456H	56	56	6
	6	4	6H	56H	56H	6	6	--
	12	8	--	6H	6H	--	--	--

ARTILLERY SHOOTING									
HH indicates two casualties, H indicates one casualty, F indicates fire									
Range & Ammunition	Gun or Howitzer Calibre	Range to Target inches	Dispersed	Dense	Line	Fast	Light Cover	Heavy Cover	Hits Bounce-through distance
POINT BLANK	Field	6	3456H	234H 56HH	23456H	234H 56HH	456H	6H	6
	Siege	8							8
CLOSE	Field	12	--	45H 6HH	3456H	456H	56H	6H	6
	Siege	20							8
MEDIUM	Field	24	--	56H	56H	6H	6H		6
	Siege	36							8
LONG	Field	36	--	6H	6H	--	6H		6
	Siege	50							8
MORTAR AND HOWITZER SHELL	Field	8-36	--	6HH	6H	--	45H 6FHH	5H 6FH	With an F result re-roll 1d6. On a 6 a fire is started.
	Siege	12-50	--						

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CLOSE ASSAULT TACTICAL FACTORS

Add the average Troop Class Rating for the Units on each side and add 1d6 roll. Round up to nearest number.
Refer to Victory Scale for results. If tied, roll a further 1d6 and add to tally for final result.

Formed units fighting skirmishing infantry in open	<i>Automatic Major Victory</i>
Formed units fighting deployed artillery <i>not if artillery in fieldworks or in base contact with formed friendly infantry</i>	<i>Automatic Major Victory</i>
Cavalry fighting rear or flank of infantry units in open	<i>Automatic Major Victory</i>
Any formed units fighting routers or rear of shaken troops	<i>Automatic Major Victory</i>
If infantry square fighting cavalry <i>not in woods</i>	6
If fighting a flank or rear of an enemy unit	4
If defending fortifications	4
If cavalry fighting infantry not in square	4
If fighting shaken units	3
If defending a heavy urban area or heavy cover <i>not cavalry</i>	2
If fighting with an overlap of 1" or wider than enemy frontage	2
If Exceptional General attached	2
If charging <i>count once regardless of number of units charging</i>	2
If heavy cavalry fighting light cavalry frontally	2
If formed units fighting skirmishers or irregulars	2
If fighting deployed artillery in base contact with friendly formed infantry	2
If infantry or artillery defending higher ground or light woods	1
Outnumber enemy stands by 3:2 (+1) or 2:1 (+2) or 3:1 (+3) or 4:1 (+4) etc <i>Not in urban areas/woods or cavalry versus square</i>	1/2/3 etc
If Capable General attached	1
If defending a light urban area, light cover or heavy woods <i>not cavalry</i>	1
If fighting disordered units	1
If column charging into a line	1
If infantry charging downhill <i>At least half of unit must be on higher ground</i>	1
If irregular charging infantry	1
If unit below 50% of starting strength	-2
If unit has previously engaged in close assault this game	-2

CLOSE ASSAULT VICTORY SCALE

Score Difference and Combat Result

Arms	1-2	3-4	5-8	9+
Foot Victory over Foot	A Brief Combat	B Push Back Melee	C Minor Victory	D Major Victory
Foot Victory over Mounted	E Brief Combat	F Minor Victory	G Major Victory	G Major Victory
Mounted Victory over Foot	X Brief Combat	Y Minor Victory	Z Major Victory	Z Major Victory
Mounted Victory over Mounted	A Brief Combat	B Push Back Melee	C Minor Victory	D Major Victory

CLOSE ASSAULT RESULTS

Type	Casualties		Unit Facing <small>Towards or away from enemy</small>		Morale		Compulsory Movement <small>No deductions to made for terrain</small>	
	Winner	Loser	Winner	Loser	Winner	Loser	Winner	Loser
A	0	1	Toward	Toward	Good	Good	Foot Back 2" Cavalry Back 3"	Foot Back 2" Cavalry Back 3"
B	1	2	Toward	Toward	Good	Disordered	Static	Back 4"
C	2	4	Toward	Away	Disordered	Shaken	Forward 2"	Back 4"
D	1	5	Toward	Away	Disordered	Routing	Forward 4"	Back 8"
E	1	1	Toward	Toward	Good	Good	Static	Back 8"
F	1	2	Toward	Toward	Disordered	Shaken	Static	Back 8"
G	1	3	Toward	Away	Disordered	Shaken	Static	Back 8"
X	0	2	Toward	Toward	Good	Disordered	Static	Back 4"
Y	1	3	Toward	Away	Disordered	Routing	Forward 4"	Back 6"
Z	1	6	Toward	Away	Disordered	Routing	Forward 6"	Back 8"