

## Days of Iron (29 June 05)

### SEQUENCE OF PLAY

<b>Initiative Phase</b> (Simultaneous)	Roll 1d6. The highest score wins initiative for this turn. Re-roll draws.
<b>Morale Phase</b> (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 <sup>st</sup> Impulse moves Non-Initiative player declares charges, makes <i>To Charge</i> tests and 1 <sup>st</sup> Impulse moves Rally tests. (Simultaneous)
<b>Shooting Phase</b> (Simultaneous)	Shooting (Simultaneous) Make tests for Shooting Casualties. (Simultaneous)
<b>Movement Phase</b> (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 <sup>nd</sup> 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
<b>Close Assault Phase</b> (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	Charging behind enemy flank or rear ( <i>Must start charge to flank or rear</i> )	-3
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	Artillery crew defending unlimbered guns	-2
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	Defending an obstacle, urban area or higher ground ( <i>Count only once</i> )	-1
For each visible routing/ destroyed friendly unit within 4"	1	Formed units charging skirmishers	-1
Target has passed being charged test	2		
Cavalry Charging over disordering terrain	2		
Charged in the flank or rear	3		
Within a burning wood or urban area ( <i>Fire within 2"</i> )	1		
Skirmishers being charged by formed units	1		
Unit general not within visible command radius	1		
Routing General attempting rally	1		
Cavalry attempting to frontally charge formed troops	2		
Infantry being charged by cavalry in the open	2		
Infantry attempting to charge formed units	2		
Infantry in march column within rifle range of enemy troops	2		
If troops 'Gone to ground'	1		

### MORALE TEST RESULTS

Test	Pass	Fail
<b>Charge</b>	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.
<b>Being Charged</b>	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> .
<b>Shooting Casualties</b>	Units perform as player desires	Advancing infantry will halt and 'go to ground' and advancing cavalry will halt and become 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.
<b>Charge Home</b>	Units perform as player desires	Charging unit halts short (Infantry 2", Cavalry 4") of their target and 'go to ground' and Cavalry become Disordered.
<b>Rally</b>	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 <i>including Escorts</i>	12	24	15	36
Cavalry in column	12	24	15	36
Cavalry in line	10	--	15	--
Skirmishing Cavalry	15	--	15	--
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>	10	20	10	30
Manhandled Artillery Move <i>(Medium guns only)</i>	2	3	Remove	--
Foot Artillery Move <i>Limbered with no firing</i>	6	10	8	18
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 or Passage of Line Manoeuvre	-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) 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>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
5-7	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>
8-10	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	Chassepot Rifle Range (inches)	Dreyse Rifle Range (Inches)	Dispersed	Dense	Line	Fast	Light Cover	Heavy Cover
4	6	3	3456H	234H 56HH	234H 56HH	23456H	456H	56H
	12	6	456H	345H 6HH	3456H	456H	56H	6H
	24	12	6H	456H	456H	--	--	--
3	6	3	456H	345H 6HH	345H 6HH	3456H	456H	56H
	12	6	56H	45H 6HH	456H	456H	56H	6H
	24	12	--	456H	56H	--	--	--
2	6	3	56H	456H	456H	56	56	6
	12	6	6H	56H	56H	6	6	--
	24	12	--	6H	6H	--	--	--
1	6	3	6H	56H	56H	6	6	--
	12	6	--	6H	6H	--	--	--
	24	12	--	--	--	--	--	--

ARTILLERY SHOOTING									
HH indicates two casualties, H indicates one casualty, F indicates fire									
Range & Ammunition	Gun or Howitzer Calibre	Range to Target inches	Dispersed Target	Dense Target	Line Target	Fast Target	Target in Light Cover	Target in Heavy Cover	Remarks
CLOSE	Muzzle loaded	12	3456H	345H 6HH	3456H	456H	56H	6H	Breech loaded roll 2D6 per gun
	Breech loaded	18							
	Siege	24							
LONG	Muzzle loaded	24	56H	456H	456H	6H	6H	--	Breech loaded roll 2D6 per gun
	Breech loaded	36							
	Siege	48							
MORTAR AND HOWITZER SHELL	Muzzle loaded	8-36	--	6HH	6H	--	45H 6FHH	5H 6FH	With an F result re-roll 1d6. On a 6 a fire is started.
	Breech loaded	12-48							
	Siege		--						

MITRALLEUSE SHOOTING							
Roll 2d6 per gun. HH indicates two casualties, H indicates one casualty, F indicates fire							
Range	Range to Target	Dispersed Target	Dense Target	Line Target	Fast Target	Target in Light Cover	Target in Heavy Cover
CLOSE	9	3456H	23H 456HH	234H 56HH	34H 56HH	456H	56H
LONG	18	6H	345H 6HH	3456H	56H	56H	6H

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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	Automatic Major Victory
Formed units fighting deployed artillery not if artillery in fieldworks or in base contact with formed friendly infantry	Automatic Major Victory
Formed units fighting routers or rear of shaken troops	Automatic Major Victory
If fighting a flank or rear of an enemy unit	4
If defending fortifications	4
If cavalry fighting infantry	4
If fighting shaken units	3
If defending a heavy urban area or heavy cover not if cavalry	2
If fighting with an overlap of 1" or wider than enemy frontage	2
If Exceptional General attached	2
If charging count once regardless of number of units charging	2
If formed units fighting skirmishers	2
If fighting deployed artillery in base contact with friendly formed infantry	2
If Cuirassiers or Lancers fighting other non Cuirassier or Lancer Cavalry	1
If infantry or artillery defending higher ground or light woods assuming artillery has infantry in base contact	1
Outnumber enemy stands by 3:2 (+1) or 2:1 (+2) or 3:1 (+3) or 4:1 (+4) etc Not in urban areas/woods	1/2/3 etc
If Capable General attached	1
If defending a light urban area, light cover or heavy woods not cavalry	1
If fighting disordered units	1
If column charging into a line	1
If infantry charging downhill At least half of unit must be on higher ground	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"