

## Hex Command Gunpowder Charts

Movement			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				
	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 or C: no autohit: roll red to hit.				
+repeaters range, cav. carbines				
Trained/Repeater: +1 CB				
Bands are half that shown				

Melee		Basic Melee Value: Inf: 3 Cav: 4
Both results:	Red:	Both units hit.
One Red result rolled by	Blue:	Weaker TE** hit.
	Weaker:	Stronger is hit.
	Stronger:	Weaker hit + TE
** or no hit if disorder/TE is not being used. Melee vs. flank/rear doubles the results on the unit being melee'd in flank/rear. Artillery crew does not melee. Cavalry are not pursued after melee by inf.		
Units melee'd in flank/rear cannot change facing until contact is discontinued. They can change facing as a result of Pursuit INSTEAD of moving to pursue.		

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	+CVS (C)	+CVS (C)
At least 1 friend past melee plane.		+1 CB



Hex Command



## Rules for Wargames with Historic Miniatures

Version 4/15/2009 4:31 PM

Terry Cabak and R. Jeffrey Cabak

© 2008 Terry Cabak

# Contents

<b>HAND OUT SECTION .....</b>	<b>4</b>	5.6 Buildings Hex .....	12
<b>REFERENCE SECTION.....</b>	<b>6</b>	<b>6. Move/Attach Commanders .....</b>	<b>12</b>
<b>1. Units, Formations and Scale.....</b>	<b>6</b>	<b>7. Combat: Phasing and Non-Phasing</b>	
<b>2. Command and Command Valuation.....</b>	<b>6</b>	<b>Player .....</b>	<b>13</b>
2.1 Commander Sphere of Influence.....	7	7.1 Combined Fire or "Ganging Up" .....	14
2.2 Command Valuation System .....	7	7.2 Melee .....	14
2.2.1 Limit of Orders Written		7.2.1 Melee More than One Unit .....	14
and Order Changes .....	7	7.2.2 Joining a Melee .....	14
2.2.2 Decision Failure		7.2.3 Zone of Control and	
Consequences.....	7	Determining Melee .....	14
2.2.3 Determining CVS.....	8	7.3 Melee Process .....	15
2.3 Activation Sequence.....	8	7.4 Advance After Melee.....	16
<b>3. Artillery.....</b>	<b>9</b>	7.5 Routing.....	16
3.1 Rifled Artillery Grapeshot: Engaging		7.5.1 Rout and Passing Through .....	16
Artillery in melee.....	10	<b>8. Rally .....</b>	<b>17</b>
<b>Rules by Sequence.....</b>	<b>10</b>	<b>9. Turn Conclusion .....</b>	<b>17</b>
<b>1. Turn Indicator and Remove</b>		<b>Optional Rules .....</b>	<b>18</b>
<b>Commanders .....</b>	<b>10</b>	Disorder/Fatigued.....	18
<b>2. Check Army Integrity .....</b>	<b>10</b>	Supply .....	18
<b>3. Spotting .....</b>	<b>10</b>	Tribes and Light Infantry .....	18
3.1 Representative (hidden)		Hidden Movement .....	18
Markers 10		Mounted Infantry .....	18
<b>4. Reinforcements .....</b>	<b>11</b>	Pike and Shot era Muskets.....	18
<b>5. Movement.....</b>	<b>11</b>	Unit Composition.....	18
5.1 Change Facing.....	11	Rate of Fire.....	18
5.2 Zone of Control.....	11	<b>SEQUENCE OF PLAY .....</b>	<b>23</b>
5.3 Stacking .....	12	<b>HEX COMMAND GUNPOWDER CHARTS .....</b>	<b>24</b>
5.4 Crossing/Entering Obstacles .....	12		
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.



## 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.
- Remove commanders (if using Placement option).
- Write/Change Orders

#### 3. Initiative/Activation

- Roll to see who wins Initiative (becomes A or Active player; B player is non-phasing).

#### 4. Phasing Movement

- A Player moves Routed Units.
- A Player Place/Move Commanders/Couriers and Read Orders.
- A Player 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 Firing including artillery and apply 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. Optional: Rally to normal or incremental; Optional: Rally in command sphere or attachment only.
- Non-Phasing becomes Phasing and repeat from Step 2
- Turn then ends.

## 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. 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.

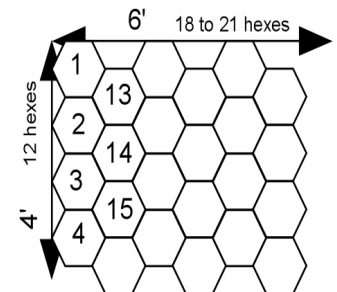
For Hex Command Mechanized, that means a squad of infantry, which comprises up to four infantry figures. Squads are signified with a marker on the stand as to their contents, or they can actually show the miniatures if desired. For special weapons this might be two figures and an MG, or a motor team.

## Hexagon Grid

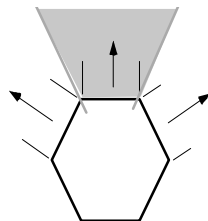
If you are producing your own hexagon grid, we recommend that the upper left corner of the gaming surface- as the person laying down the terrain sees it- should be a whole hex to start the pattern correctly. The orientation of the grid is such that flats of the hexes run parallel with the long sides of the gaming surface. Numbering hexes is not required, but is beneficial for games especially those broadcast over the Internet.



Air Combat Rules for Everyone



## Hand Out Section

<b>Sequence of Play</b>	The Turn Sequence at the back of these rules describes the process of each turn. It begins with both players rolling for activation, or following the optional Activation Sequence concept.	
Follow the sequence and note to all players how you change things or use optional rules BEFORE the game begins. The winner of the activation die roll becomes the <b>Phasing Player</b> or Player A, and the lower roller becomes the <b>Non-Phasing Player</b> or Player B. See the Sequence of Play Card for details.		
<b>Tracking Damage</b>	Markers are placed on the table to show effects to units and other unit conditions and situations from combat or moving through obstacles.	
Ways to avoid using markers on the table include a Roster Movement Plate concept and using a form page created for the purpose of tracking different kinds of damage. Markers are faster however, so you can either use our designs or use your own.		
<b>Type of Markers</b>	<b>You'll need markers for:</b> <ul style="list-style-type: none"><li>• Casualty</li><li>• Terrain Element (TE aka fatigued or disorder "hits")</li><li>• Fired</li><li>• Meleeing</li></ul>	<ul style="list-style-type: none"><li>• Found crossing (to mark fords)</li><li>• Dead General (to remember where it happened)</li><li>• Casualties (model figures; for drama)</li></ul>
<b>Heavy Artillery, Structure and Ship Damage</b>	Damage to structures and ships can be recorded with Symbol Damage Cubes, or a roster card, as players choose. 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.	
<b>Movement</b>	<p>The hexagon shown here describes the left, forward and right movement arc, and the gray area denotes the firing arc.</p> <p>When commanders are used as actual pieces moving on the table they move as cavalry but have not terrain restrictions.</p>	
<b>Change Facing and Unlimbering</b>	<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>	
<b>Firing Overview</b>	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 their stand can entirely see an opposing stand. The path to the target must be free of obstruction to avoid firing penalty.		
<b>Note:</b> when range bands instead of hexes are used on the game table, the first band is too long for autohit, so only the first half of the first band is autohit.		

<b>Ranges</b>	The first hex next to a unit in it's firing arc is called it's "Neighboring hex" and is always an automatic hit as long as the target is in a unit's front arc (and no other modifiers change that basic requirement).
<p><b>Obey the process:</b> Get the other players attention and let them know what is happening; get them to watch with you as targets in range are called out on the game table by the firing player, then modifiers are added or subtracted by observing any terrain, target and firer conditions.</p> <p>For each hit on a unit, place a hit marker (we use a red bingo chip) next to the unit. Players should decide if they wish to mark each time a unit fires (bingo chips are recommended: painted blue for Fred on one side and these are also used to show Found Fords or crossings).</p>	
<b>Modifiers</b>	Any combat modifiers penalties push the range further, and bonuses pull it closer.
<p>For instance, a 1 Combat Penalty (CP) means if Code was needed to hit (any blue or red M), then the to-hit becomes a CnC (red M) because the penalty acts as if the range has been pushed out by one. Other modifiers include cover such as being higher, behind a fence wall or in forest, target defense/orientation and firer fatigued and hit markers, officer presence etc. A <b>maximum of two</b> combat firing bonuses is allowed - in other words, you cannot get benefits to go all the way from CnC to Automatic hit, but you can get enough penalties to go from Automatic all the way to no hit possible.</p>	
<b>Cover, Flank and Rear</b>	All terrain benefiting any unit, fence, wall, line of trees, being on higher ground than the firer etc., provides a push of 1 to the firer's to-hit requirement. Firing at Flank or Rear provides +2; commander presence (if not using the CVS) provides +1
<h2 style="text-align: center;">The Basic Turn</h2> <p>Where initiative is not determined by a scenario, each turn begins with players viewing the <u>Initiative value</u> of their overall commander and rolling higher than that number, using 1d10; optionally, whomever rolls Red with a CnC cube wins initiative. In a tie, simply re-roll.</p> <ul style="list-style-type: none"> <li>The winning player becomes the <b>Phasing Player</b> while the opponent is the <b>Non-Phasing Player</b>; this is commonly referred to as an A/B System.</li> <li>The Phasing Player conducts all movement and when completed, the non-phasing or Player/Side B can elect to fire any units that have a target.</li> <li>Once Player B is finished firing any units, Player A fires units and then all melee's are conducted.</li> <li>Once Player A is finished, Side B is now activated and becomes the Phasing player and the process repeats, whereupon at the end of the Phasing player's firing, the turn ends.</li> </ul>	
<h2 style="text-align: center;">Winning the Game</h2> <p>Here are five phrases that if followed will help you win a Hex Command Gunpowder game:</p> <ol style="list-style-type: none"> <li>Form a reserve whenever possible.</li> <li>Retain your cavalry until the last to either breach a hole or save you from disaster.</li> <li>Hold your commander back from combat unless desperate, lose him and the game is over</li> <li>Never send one unit to do anything - use the 3 rule: 3 units for everything -minimum.</li> <li>Move artillery into position as soon as possible. They should be firing while your infantry moves up, not after.</li> </ol> <p><b>Break Point:</b> 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 this is 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.</p>	

## 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. 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. 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. These "symbols" of command strength have a special placement and removal procedure. Placing, called "attaching," a commander to a unit represents some kind of command influence being exerted on that unit. In the advanced version, a commander can have a sphere of influence where more than one unit can be assisted. In another advanced version, the commanders are individual pieces that do actually move around the battlefield.

Combat – Commanders attached with units add to firing and melee value. Death – Commanders attached with a unit are killed when an opponent rolls a Red Star (no hit is applied to the unit he is attached to).

Capture –Commander's in hexes that lose melee's are captured.

- b) The quantity of commander figures in the basic game represents overall command effectiveness and not individual commander that move around the battlefield, which is an optional concept (though traditionally common).
- c) 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.
- d) 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.



## Optional Rules

### Optional Rules

#### Disorder/Fatigued

Each time a unit encounters an obstacle apply a disorder indicator. Upon the maximum disorders reached the unit is Fatigued and must stop all further movement and face changing is not allowed until the unit has recovered beyond the last mark. Commanders in proximity or attached to units remove all fatigued markers for a unit upon the turns completion.

#### 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 re-supply 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

It is important to note here that depending on the era being simulated you may not have to mark units as already fired because of their technology or training, so if simulating the American Civil War for instance, where rifled muskets are used, marking units that fired may NOT be necessary because they should be allowed to fire again in the turn. But in some eras of less sophisticated arms, marking units that have fired may be necessary except for those where training/technology

## 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 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 commander's 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 is 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	Int/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.

## 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.



## 7.4 Advance After Melee

- a) 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.
- b) Units that win melees must advance as described above.
- c) Units that advance are allowed to change their facing.
- d) 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.
- e) 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

- a) Once a unit receives 3 casualty hit markers is is routed. Routed units immediately move 3 hexes (1 band for inf; 2 for cavalry) and continue to move toward the rear until rallied or they leave the field.
- b) Routed units MUST turn around and move DIRECTLY opposite their facing; upon coming to impassable terrain they can deviate along the terrain as long as it does not take them closer to the enemy; if they move toward the enemy in this case they are destroyed.
- c) 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.
- d) 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.
- e) If a routing unit is fired upon that causes a casualty, the routing unit is destroyed.
- f) See Optional Rules for Withdraw from Melee.

### 7.5.1 Rout and Passing Through

- a) 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.
- b) Move/rout through artillery is allowed except for routing cavalry.

## 3. Artillery

<b>Movement and Firing Range</b>	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.
<b>Push Move</b>	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.
<b>Melee and Rout</b>	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.
<b>Woods</b>	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.
<b>Classes</b>	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.
<b>Dead Zone</b>	The distance to an obstacle or friendly unit - 1/2 that distance beyond- is a Dead or Safe zone that targets cannot be hit.
<b>Scale</b>	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 now, when commanders are being used in the symbol process (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.

- 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.

### 7.3 Melee Process

- To perform melee each side adds and subtracts modifiers to it's base melee value; this results with one unit being the **Stronger** value and one being the **Weaker**. If there is no difference in values the Phasing unit is said to be the stronger. 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).
- Each player rolls a CnC cube and refers to the chart to see which unit and type of damage is inflicted.
- 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.
- 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 melee'd any number of times.
- 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.
- Fatigued/Disordered** units are -1 CP. Remember that Disordered/Fatigued units have NO ZOC.
- Firing into a melee is not allowed.
- Marking melee actions:** We suggest marking the facing hex side where a melee is occurring to keep it clear who is fighting who. Flip the melee marker over to another color and the end of the first round to show that a round of melee has concluded.
- 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; another unit that joins the melee situation benefits from the cover in it's present 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.

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

## 7.1 Combined Fire or "Ganging Up"

- r) No more than 2 units (of the same arm) can be grouped to fire collectively at the time at a single target. When firing, the target must be the only target in the same range band of the firing units.
- s) The benefit of "combined fire" is expressed as a Combat Bonus (CB) as if the target was closer; the more units in a group, the "closer" the target is. It means the group can actually be slightly further than maximum range yet, because of the sheer volume of fire, still possibly affect the target. For example, A unit firing at Code n Color range, with two units firing with it would actually be firing at Color (Red) to score a hit.
- t) For melee, combined units have been removed from these rules

## 7.2 Melee

- a) Melee occurs between two opposing units in neighboring hexes (or in the absence of hexes, when they are in contact).
- b) 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.
- c) Apply casualty hits at the end of a melee round of all combatants.
- d) The phasing player declares who his Primary melee unit is and who the primary target is.
- e) Skirmisher stands and the like do not melee; they are removed if contacted.
- f) 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) A Unit that moves into the **frontal zone of control** of more than one opponent must conduct melee against ALL of them, except against those that:
  - (a) have at least one Hit marker (thus have no zone of control) or
  - (b) are Fatigued/Disordered (thus have no zone of control) or
  - (c) is not on the same elevation (this may be debateable) or
  - (d) cannot be melee'd because of terrain limitations (e.g. cavalry while they are mounted cannot melee units in forest).

### 7.2.2 Joining a Melee

- a) All units in neighboring hexes in contact with a common unit conduct melee separately; there is no single die roll with modifiers for the primary unit.
- b) 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

- a) Zone of Control is interpreted to mean that melee might occur.
- b) 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.
- c) If one item cannot melee for such reasons the melee does not occur.

## 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 t, 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

- 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.
- 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).
- Small creeks deemed crossable without the need for ford does not cause disorder (they should be seen as decoration).

### 5.5 Roads & Terrain

- Roads negate the move cost of terrain or any TE effects.
- 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

- 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).
- Therefore, unless a unit is announced to be disordered IN THAT HEX at the end of the move, it will be considered Flanked when melee'd or fired upon.
- 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. Move/Attach Commanders

Attach Commanders that were removed at the start of the turn to any unit desired. Commanders attached to units provide 1 point bonus, that is, if a unit normally would hit a target on Code, it is shifted one level better to Color. See optional rules for other uses for Commanders; commanders may have a sphere of influence rather than benefiting only the unit they are attached to.

### 7. Combat: Phasing and Non-Phasing Player

- (Optional) Mark all firing units with Fired indicators.
- A hit, or fatigued condition, removes a unit's ZOC (Zone of Control), and penalizes firing and melee.
- 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).
- Once completed the Phasing player fires all units.
- A unit may fire at any unit within its primary firing arc.
- The closest target is always the most immediate threat in target selection.
- When there's more than one target in a range band, the firer is fortunate enough to get a choice.
- The entirety of a firing unit must be able to see the entirety of the target hex in order to fire upon it. If you cannot see the whole hex, you cannot fire into that hex.
- Obstacles partially blocking a hex like Hills, Villages, Woods, and other units, block this line of sight.
- A "safe" or dead zone exists, wherein units cannot be hit beyond an obstacle, and the size of the safe zone is equivalent in size to half the distance from the firer to the obstacle.
- Each unit fires individually.
- A unit may fire only once per phase unless otherwise stipulated. A unit may be fired upon any number of times.
- Hit Markers. Provide Red hit markers.
- On the third RED hit marker a unit is routed.
- Each hit marker causes -1 in combat value and loss of Zone of Control.
- Routed units that receive a Hit are eliminated.
- Missile 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.

(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.

