Sequence of Play
In each turn both sides undertake the following phases:
- Shooting – Phasing player shoots at targets.
- Command – Initiative moves followed by other moves.
- Charge Response – Opposing units respond to charges.
- Opportunity Fire – Opposing units can fire at any close-range targets.
- Closing Fire – Opposing units being charged fire at chargers.
- Close Combat – Both sides resolve any close-combat fighting.
- End Turn – Remove 1 disorder marker per disordered unit.

Command 2xD6 (Double 6 = *Blunder!)
Command modifiers (minus or plus from/to Command Rating)
-1 Extra 12" distance from commander to unit.
-1 Regular infantry ordered to charge a steady facing enemy unit.
-1 Ordering a non-skirmish unit that has just fired (marked with smoke).
-1 Ordering a disordered unit.
+1 Unit in Attack Column.
+1 March Column/Limbered Artillery unless on road/track.
+2 March Column/Limbered Artillery on road or track.

Charges must be ordered, they cannot be done on initiative moves.

Movement
Move Distances
- Infantry Squares 8"
- Infantry Lines, Wagons 8"
- Infantry Columns, Limbered Foot Art, Skirmishers 12"
- Cavalry, Limbered Horse Artillery 18"
- Manhandled Artillery 4"
- Light ‘Battalion’ Guns 8"
- Commanders on horseback or foot. 46"

Move Modifiers
- Dense Woods. Half pace skirmish or O-O infantry only.
- Broken Ground. Half pace skirmish or O-O infantry only.
- Entering Building. 1 move penalty (foot troops only).
- March Column. Free move if Command roll failed.
- Limbered Artillery. Free move if Command roll failed.

CHARGING PROCEDURE
1 Charging troops are moved into contact
2 Enemy must choose a Charge Response (testing if necessary).
3 Unsteady troops in the open must take a Break-Test after undergoing a charge response
4 Enemy Closing Fire – including opportunity-fire on chargers.
5 Challengers must hail if receiving a disordered hit or failed break-test caused by shooting.
6 Unstopped chargers Charge Home.
7 Close Combat occurs unless:
   - Defenders are Infantry in open ground and not in Close Combat. These must:
     - Break if Shaken, ‘Retire Disordered’ if Disordered. Otherwise ‘Fall Back’ Back (taking 1 extra hit for each retreat or fall-back move – if this results in stamina exceeded then take a break-test).

Intercept Command Roll in the Opponents Move (2xD6)
Oposing cavalry within 18" of charging enemy or 12" of moving infantry or artillery roll 2xD6 command die + command modifiers to intercept.

Response Test to Form Square in the Opponents Move (1xD6)
Roll 1xD6 + modifiers: Score must be equal or more than morale rating (normally 4+) to win the Test to Form Square in the Opponents Move. Add or deduct from the die roll: -1 Enemy cavalry approaching from more than 1 move away. +2 Changing from attack-column to square. -1 if shaken or disordered.

FEINT CHARGES
Steady cavalry can declare any successful charge to be a ‘feint charge’ after the command roll is made and after the opposing unit has made its charge response. A feint charge must move to within 12" of the intended target before stopping.

CLOSE-COMBAT
Calculate Close-Combat score by adding the unit CC stat to the CRM. This gives the number of die-roll ‘attacks’ for that unit. Score needed to hit on each die is a basic 4+ modified in the combat to hit modifier chart.

Combat to Hit Modifiers (+ or – to/from dice roll)
+1 If charging (not attacking uphill, against cover or over unfavourable ground)
-1 If won last round of combat in the same engagement.
-1 If shaken or disordered.
-1 If skirmishers open-order or deployed artillery.
-1 If engaged in flank or rear.

Combat Result Modifiers (CR) Extra dice rolled per combat.
+1 die Support to the rear
+1 die Per flank support (L/R)
+3 die Unsteady Square vs Cavalry
+1 to +3 dice Occupying building (unit size +1 to +3)

Morale Save Modifiers (One dice per hit. Normal save 4+)
+1 Hits from small arms & close combat on attack-column.
+1 Small Arms & CC hits in woods, hedgerows or similar (light cover).
+2 Small Arms, Shell or Shrapnel hits in buildings/forts (heavy cover).
+2 Small Arms & CC hits in buildings/fortifications (heavy cover).
-2 Target is in March Column.
-1 Hit by artillery in the open at close or medium range or by Shell/Shrapnel at any range.
No morale-save for foot not in cover, attack column or square in close combat with cavalry.

Shooting
Ranges in inches (close/effective/long range)
- Bows and obsolete trade muskets. 2"/4"/6"
- Smoothbore Carbines 2"/4"/6"
- Smoothbore Muskets 4"/8"/12"
- Rifled Flintlock Muskets 6"/12"/18"
- Light ‘Battalion’ Guns 6"/12"/24"
- Light Artillery (3pdr-4pdr) 7"/18"/36"
- Medium Artillery (5pdr-8pdr) 12"/24"/48"
- Heavy Artillery (12pdr, 8" Howitzers) 15'/30’/60"

Artillery Shooting (#xd6 dice per gun-model)

<table>
<thead>
<tr>
<th>Ammunition</th>
<th>Close Range</th>
<th>Medium Range</th>
<th>Long Range</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cannon</td>
<td>1xD6 (4+)</td>
<td>1xD6 (4+)</td>
<td>1xD6 (5+)</td>
</tr>
<tr>
<td>Carriageway</td>
<td></td>
<td>1xD6 (5+)</td>
<td>1xD6 (6+)</td>
</tr>
<tr>
<td>Shrapnel</td>
<td></td>
<td>1xD6 (5+)</td>
<td>1xD6 (6+)</td>
</tr>
<tr>
<td>Shells</td>
<td></td>
<td>1xD6 (5+)</td>
<td>1xD6 (6+)</td>
</tr>
<tr>
<td>Mortar</td>
<td></td>
<td>1xD6 (5+)</td>
<td>1xD6 (6+)</td>
</tr>
</tbody>
</table>

- +1 die to hit if range <= 6" (#+) die score needed to hit. then #+ = 1 extra die roll to score a hit at #+.

Shooting to hit modifiers (+ or – to/from the dice score)
+1 Artillery shooting at Column, Square or roundshot at Enfiladed line.
-1 Close Range (2"-6"), Closing Fire, or Skirmish Fire
-1 Shooters are ‘Shaken’ or ‘Disordered’
-1 Target is Skirmishers, deployed Artillery, Prone or Not Clear.
-1 Small-arms shooting beyond effective range.
-1 Cannon shooting over troops, trees or buildings.
-1 Roundshot ‘ricochet’ beyond first target.
-1 Target moved more than 24” during the last player turn.

Artillery Roundshot ‘Ricochet’ Distances.
Light or ‘Battalion’ Guns = 6”; Light Medium Guns = 9”; Medium Guns = 12”; Heavy = 15”

Infantry Unit Size modifiers (number of dice used in shooting or combat)
Standard Size Unit 3 dice Shooting, 6 dice Combat
Large unit 4 dice Shooting, 8 dice Combat
Small unit 2 dice Shooting, 4 dice Combat
Tiny unit 1 die only Shooting/Combat

Formation modifiers
- Attack Column Shoot with 1 die. Combat 2-4 dice.
- Mixed Formation Shoot with only one die
- Square Shoot with 1 die/facing, combat 2 dice/facing
- March Column May not shoot/combat 1 die.
- Limbered Artillery May not shoot or enter combat!
- Tactical modifiers
- Enfiladed enemy line or battery. Line hit at 45° or less. +1 to roundshot hits.
- Single Buildings or Built up Shoot 2 dice/facing, Combat 2 dice/facing.

Areas (BUA)
- Attacker’s fight with full CC stat.

Morale Save Modifiers and Combat Result Modifiers on Troops in Cover

<table>
<thead>
<tr>
<th>S-Arms</th>
<th>Close-C</th>
<th>Artillery</th>
<th>CRM</th>
<th>Extra dice</th>
<th>Type of Cover</th>
</tr>
</thead>
<tbody>
<tr>
<td>+1</td>
<td>-</td>
<td>-</td>
<td>Woods, Low Walls, Hedgerows and similar.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>+1</td>
<td>+1 die</td>
<td>-</td>
<td>Light BUA (wood, wattle, hasty emplacements)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>+2</td>
<td>+1 die</td>
<td>+2 dice</td>
<td>Medium BUA (brick or stone with exterior walls)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>+2</td>
<td>+2 dice</td>
<td>Extensive BUA (Stone Fortifications, Castles)</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Combat Result
- Losers must take a break-test.
- In drawn combats, the shaken unit must test. If both or none are shaken then disordered must test. If both or none are disordered then the unit with the greater number of hits must test. If both are equal then both must test and both must abide by the results.

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Border Reivers Wargames Society Last revised 11/11/2016
**BREAK TEST (2xD6)**

A. Test if excess hits suffered from shooting.
B. Test if Shaken by closing-fire or artillery fire.
C. Test if defeated in close-combat.
D. Test if Shaken by drawn close-combat.
E. Test supporting units if supported unit breaks and flees.
F. Test if unsteady foot unit not in cover or in C-Combat being charged.

**Break Test modifiers**
-1 Per excess casualty.
-1 Disordered.
-1 Suffered casualties from artillery for tests A, or B this turn.
-1 For each lost or destroyed unit in the brigade.
-2 Foot not in cover, attack-column or square attacked by cavalry – or -2 Unsteady foot not in cover being charged by close-order infantry.

**Break Test Result Table**

<table>
<thead>
<tr>
<th>Modified 2xD6</th>
<th>Break Test Type</th>
<th>Outcome</th>
</tr>
</thead>
<tbody>
<tr>
<td>4 or less</td>
<td>All Break Tests</td>
<td>Infantry, Cavalry and Artillery: - The unit breaks and is deemed destroyed – remove the entire unit from the field. (Units without any accumulated hits count all break-test results lower than ‘5’ as ‘5’).</td>
</tr>
<tr>
<td>5</td>
<td>All Break Tests</td>
<td>Infantry &amp; Cavalry: The unit must retire disordered. Artillery: Shooting or Close-Combat: The unit (battery) breaks. From reaction to broken friends: - The unit (battery) must retire disordered.</td>
</tr>
<tr>
<td>6</td>
<td>Shooting or Reaction to Broken Friends.</td>
<td>Infantry &amp; Cavalry: The unit must retire disordered. Artillery: The unit (battery) stands firm.</td>
</tr>
</tbody>
</table>

**BREAK TEST RESULT DEFINITIONS**

**Break**
The unit is deemed destroyed. Remove the entire unit from the field.

**Retire Disordered**
The unit retires one full move to its rear quarter without changing formation and at all times avoiding contact with the enemy. Once it has moved, the unit becomes disordered. If unable to comply, the unit may make up to one extra move to its rear if this enables it to reach a tenable position. If unable to comply with this further requirement, the unit breaks as described above. Deployed artillery crews abandon their guns.

**Fall Back**
The unit must fall-back one full move to its rear quarter without changing formation and at all times avoiding contact with the enemy. If unable to comply, the unit becomes disordered and may make up to one extra move to its rear if this enables it to reach a tenable position. If unable to comply with this further requirement, the unit breaks as described above.

**Stand Firm**
The unit holds its ground. It stays where it is and does not move. Skirmishers may stand or evade. Shaken cavalry may not counter-charge but can evade. Disordered cavalry may countercharge, stand or evade.

**SHAKEN UNITS**
Shaken Units that have left (or leave) the table cannot return. Shaken units suffer a -1 to hit penalty when shooting or in close combat.

Shaken units cannot charge or counter-charge. Shaken Cavalry cannot use a sweeping advance. Shaken Cavalry cannot initiate an intercept move.

**DISORDERED UNITS (Place 2 Markers Phasing – 1 Marker Opposing)**
Cannot act upon ‘Initiative’, ‘Free’, ‘Rally’ or ‘Intercept’ orders. Suffer a -1 ‘command’ penalty. Suffer a -1 ‘to hit’ penalty when shooting or in close combat. Suffer a -1 penalty in a break test. Disordered cavalry must make a successful command roll to countercharge or make a sweeping advance. Disordered units must make a successful morale roll (normally 4+) to evade or turn-to-face.

**INITIATIVE MOVES**
Cannot be made if -
The unit is disordered.
The unit made an opportunity move in this player-turn.
The unit retired, evaded, went prone, made a ‘sweeping advance’ or an intercept move in the last player-turn. A non-skirmish unit has fired in the shooting phase this turn.

**UNSTEADY DEFINITION.** The following troops are unsteady...

**TERRAIN:** Units occupying woods, broken ground, entrenchments, BUAs.
**FORMATION:** Skirmishers, open-order, gun crews or prone.
**ORDER:** Disordered, shaken or in close-combat.
**EVENT:** Foot charged by enemy cavalry (unless in closed-terrain, in attack-column or square formation). Any unit charged in flank or rear.

**CHARGING TROOPS**
Charging troops cannot charge home when:
- a) Stopped or forced to retire by a break-test.
- b) Suffered at least one disordering shooting hit during the charge.
Charges which cannot hit home must stop within 2"-6" from the enemy.

**Unsteady troops successfully charged must always take a break-test unless already in close-combat or occupying closed-terrain. This takes place after charge response but before closing fire.**

**CHARGING TROOPS**
Charging troops Charge Home unless:
- a) Stopped or forced to retire by a break-test.
- b) Suffered at least one disordering shooting hit during the charge.
Charges which fail to Charge Home must stop within 2"-6" from the enemy (close range).

**DEFENDING FOOT**
In open ground and not in close-combat on the receiving end of a Charge Home becomes disordered (and therefore ‘unsteady’) and must take a break-test (even if one or more break-tests have already been taken this turn).

**Replacement Rules for Broken Brigade:** - A break test modifier of ‘-1’ for each lost or destroyed unit in the same brigade.

**Army Morale Score (AMS)**
Roll 1 x D6 for each broken or lost ‘standard’ or larger unit. 1 or 2 = 1 point added to the AMS, 3 or 4 = 2 points added, 5 or 6 = 3 points added. Count each artillery model and ‘tiny’ size unit lost as 1 point added to the AMS. Small units count D6 1 to 3 as 1 point added and 4 to 6 as 2 points.

**Alternative Blunder Results Table *(1xD6)*

| 1 | Opponent may place a disorder marker on the unit (or any commanded unit in the brigade if a brigade order is blundered). |
| 2 | The commanding general who gave this order becomes a possible casualty. Opponent rolls 1xD6, anything less than a 4+ means the commander becomes a casualty. |
| 3 | Opponent may move the unit (or any unit in the brigade if a brigade order is blundered) one move in any direction. |
| 4 | Withering Fire. Opponent may re-roll all shooting dice against the unit (or any unit in the brigade if a brigade order is blundered) in the opponents’ next shooting phase. |
| 5 | Friendly Fire. Opponent may direct the unit (or any unit in the brigade if a brigade order is blundered) to shoot at a friendly unit during the opponents’ next shooting phase. |
| 6 | Opponent may charge the unit (or any commanded unit in the brigade if a brigade order is blundered) up to 1xD3 move(s) against any legal enemy unit. |