

## Break Tests

- A. Test if excess hits suffered from Shooting
- B. Test if Shaken or suffering artillery casualties by closing fire
- C. Test if defeated in Hand-to-hand Combat
- D. Test if Shaken by drawn Hand-to-hand Combat
- E. Test supporting units if supported unit breaks and flees

-1	-2	-3
Per excess casualty Disordered Lost Melee Suffered casualties from artillery for tests A or B	Infantry lost melee vs cavalry Lost melee by total of double or more Enemy in contact with flank	Lost melee by total of treble or more Skirmishers lost melee vs cavalry Enemy in contact with rear

## Break Test Result Table

Modified Dice roll	Combat Type	Outcome	
4 or less	Shooting and Hand-to-Hand	<b>Infantry, Cavalry &amp; Artillery</b> The unit <i>breaks</i> and is deemed destroyed - remove the entire unit from the field.	
5	Shooting and Hand-to-Hand	<b>Infantry &amp; Cavalry</b> The unit <i>retires</i> one full move to its rear without changing formation and at all times avoiding contact with the enemy. Once it has moved, the unit becomes <i>disordered</i> if it is not already so. If unable to comply, the unit may make two moves to its rear if this enables it to reach a tenable position. If unable to comply with this further requirement, the unit <i>breaks</i> as described for 4 or less above.	<b>Artillery</b> The unit <i>breaks</i> and is deemed destroyed - remove the entire unit from the field.
6	Shooting	<b>Infantry &amp; Cavalry</b> The unit <i>holds its ground</i> - it stays where it is and does not move.	<b>Artillery</b> The unit <i>breaks</i> and is deemed destroyed - remove the entire unit from the field.
	Hand-to-Hand	<b>Infantry &amp; Cavalry</b> The unit <i>retires</i> one full move to its rear without changing formation and at all times avoiding contact with the enemy. Once it has moved, the unit becomes <i>disordered</i> if it is not already so. If unable to comply, the unit may make two moves to its rear if this enables it to reach a tenable position. If unable to comply with this further requirement, the unit <i>breaks</i> as described for 4 or less above.	<b>Artillery</b> The unit <i>breaks</i> and is deemed destroyed - remove the entire unit from the field.
7 or more	Shooting	<b>Infantry, Cavalry &amp; Artillery</b> The unit <i>holds its ground</i> - it stays where it is and does not move.	
	Hand-to-Hand	<b>Infantry</b> If the unit is infantry then it <i>holds its ground</i> - the unit remains where it is and will continue fighting in the following combat round.	<b>Cavalry</b> If the unit is cavalry the unit <i>retires</i> one full move to its rear without changing formation and at all times avoiding contact with the enemy. If unable to comply, the unit becomes <i>disordered</i> and may make two moves to its rear if this enables it to reach a tenable position. If unable to comply with this further requirement, the unit <i>breaks</i> as described for 4 or less above.