SYW Black Powder

Sequence of Play

In each full turn both sides take an individual or 'player' turn in the following manner.
- Command – check Brigade Morale, then move units starting with *initiative* moves.
- Shooting – shoot with units.
- Hand-to-hand – both sides resolve any hand-to-hand fighting.

Command

-1 Per 8" distance from commander to unit
-1 Enemy unit within 8" of unit receiving order
+1 Attack Column
+1 March Column/Limbered Artillery
+2 March Column/Limbered Artillery on road or track

Blunders

1 = Rapid Retreat – 2 moves away from nearest enemy or to rear.
2 = Retreat – 1 move away from nearest enemy or to rear.
3 = Move to Left – 1 move to own left quarter.
4 = Move to Right – 1 move to own right quarter.
5 = Move Forward – 1 move to own front.
6 = Charge! – Charge nearest enemy. 1/2 = 1 move, 3/4 = 2 moves, 5/6 = 3 moves.

Movement

Infantry, Limbered Foot Artillery, Wagons ....8"
Cavalry, Limbered Horse Artillery......................... 12"
Light Cavalry..16"
Manhandled Artillery .... 4"
Commanders on foot .... 24"
Commanders on horseback .... 36"

Woods.............. .... Half pace inf only, skirmishers as normal
Rough ground .... Half pace inf/cav, skirmishers as normal
Crossing Obstacle   . 4" penalty
March Column ....   One free move if Command roll failed
Limbered Artillery   One free move if Command roll failed

Interpenetration

ONLY if both units in line or deployed artillery.
Lose 4" movement from move.

Shooting

Muskets   .... 16"
Light Artillery   0 – 4" – 12" – 24"
Medium Artillery   0 – 4" – 16" – 32"
Heavy Artillery   0 – 4" – 18" – 36"

+1 Artillery shooting at Column or square
+1 Close Range (4"), Closing Fire, or Skirmishers
-1 Shooters 'Shaken' or 'Disordered'
-1 Target is Skirmishing, deployed Artillery, or Not Clear
-1 Artillery at over half range
-1 Artillery shooting overhead

Hand-to-hand Combat

Combat To Hit modifiers

+1 Charging
+1 Won last round of combat
-1 Shaken or Disordered
-1 Skirmishers
-1 Engaged to flank or rear

Combat Result modifiers

+1 Support to the rear
+1 Per flank support (L/R)
(NO support if caught in flank or rear)
+? Heavy Cavalry
+1-3 Occupying building (size)

Cavalry charging formed infantry frontally

Move cavalry in to contact and calculate closing fire.
If cavalry are shaken take morale test on Hand to Hand table.
If not but ANY casualties inflicted they retire 1 move formed.

Combat Modifiers

Attack Column .... Shoot 1 dice
March Column ....May not shoot/fight 1 dice
Limbered Artillery ......May not shoot or fight!

Enfilading Infantry or Artillery............ Shoot double dice

Morale

+1 Infantry in Attack Column unless hit by artillery
+1 Target within woods, hedgerows or similar (light cover)
+2 Target is within buildings/fortifications (heavy cover)
-2 Target is in March Column
-1 Hit by Long Range artillery fire
-2 Hit by Short / Medium Range artillery fire

Unit	Armament	Melee	Shooting	Morale	Stamina	Special
Austrians						
Grenadiers	Musket	7	3	3+	4	First Fire
Hungarian Fusileers	Musket	6	3	4+	3	First Fire
German Fusileers	Musket	6	3	5+	3	First Fire
Grenze	Musket	5	3	5+	3	
Grenze Skirmish	Musket	4	2	4+	2	Skirmishers
Prussian						
Grenadier	Musket	7	3	3+	4	First Fire
Musketeer	Musket	6	3	4+	3	First Fire
Fusileer	Musket	6	3	5+	3	First Fire
Frei Bn	Musket	5	3	5+	3	
Jager Skirmish	Musket	4	2	4+	2	Skirmishers
All						
Kurassier	Sword	9	-	4+	3	Heavy Cavalry D3
Dragoons	Sword	8	-	4+	3	Heavy Cavalry D2
Hussars	Sword	7	-	4+	3	Marauders
Artillery	Smoothbores	1	3-2-1	4+	2	