

## 1 Command

Check if stands are **In Command** by:

- **Proximity:** within 6” of Division Commander
- **Contact:** touching stand of same Division that *is* in command (and must end turn in contact with the same stand) ③
- **Skirmishers:** (only) if within 6” of *any* commander or any stand in command ⑨

If *not In Command*:

- No move towards visible enemy
- May not become stationary
- Cannot recover from disorder
- Artillery may not limber or unlimber

**May still:**

- Free facing change *n/a* if *Poorly Trained* or *Militia*
- Move at half-rate but then Disordered
- Remain Stationary. ③

## 2 Movement

Attacker moves any *unrouted* stands. ④

Type	Move	Free Facing	March*
Slow Infantry	12”	Yes, additional changes at 1/2M or D	3/2/0
Infantry	16”		3/2/0
Heavy Cavalry <i>or all cavalry with Dedicated Gun</i>	20”	No, 1/2M	3/2/2
Light & Medium Cavalry, Horse Artillery & Commanders	24”		3/2/2
Limbered Artillery	16”	Yes*	3/1
Unlimbered Artillery (manhandled)**	2”	No, 1/2M	N/A

\*unlimited (may unlimber *or* limber at no cost).

\*\*PPA may *not* re-limber.

**March Column:** add markers & on Road move at *triple* rate; Cross Country at *double*; may melee (no fire allowed). March column markers behind stand; if #/#/#, 1st # is massed brigade & 2nd # is linear & 3rd # skirmisher; unlimbered may not March. For arty. #/# Bn/Bty. ⑥

**To charge** (move to contact), reface *first* & enemy must be visible from beginning of turn and not in prohibited terrain: ⑥

Your Stand	Enemy It May Charge
Infantry Brigade†	All except Cavalry Brigade*
Cavalry Brigade†	All
Inf. Skirmisher/Art’y	None*
Cavalry Skirmisher /Mounted Infantry†	Any Skirmisher; Artillery Flank; Brigades only if Routed or in March Column*

\*may move up to 1” from all other enemy stands.

†Disordered stands may not charge ASA-*cartridge*-armed, and newly-disordered are Repulsed and must stop 1” away. ⑤

**Charging Cavalry Brigade passes**

**through Skirmishers** and may contact stands beyond. Cavalry Skirmishers retreat 6” ahead of attacker and Infantry Skirmishers may retreat to cover (town, forest or friendly brigade) if within half move otherwise destroyed. ②

**Routed stands (Fugitives) when contacted,** Rout again, and Charger may continue Charge. ⑦

**Starting in Contact:** must Charge to retain contact or move back 1” (allowed to be Stationary). ⑦

**Pursuit in Woods** option. ⑥

## 3 Rally

**Rally Routed Unit(s) in contact** with Corps or Army Commander. Remove Temporary Disorder (but retain Permanent Disorder if present) and face in any direction but may *not* participate in next combat phase. ⑩

## 4 Morale

**(Both)** Test Morale for *each* stand in:

- Contact with enemy or
- Enemy’s *close* range & firing arc ③

Morale Modifiers:		Disordered	-1
<b>Defending...</b>		Army Commander attached to stand [A]	+1
...higher ground [H]	+1		
...building or works	+1	<b>Meleeing...</b>	
...artillery melee'd by Cavalry ( <i>not</i> if artillery both stationary and supported)	-1	...enemy in flank	+1
...non-secure Infantry melee'd by Cavalry [C]	-1	...Skirmishers only, by close order	+1
...flank attack either melee or in close range fire arc.	-1	...unlimbered artillery's front but not Dedicated Guns	-1
...Linear Inf. or March column flank melee'd <i>instead of the -1 Flank attack penalty.</i>	-2	...cavalry vs. heavier cavalry	-1

**Roll each stand separately, Morale Fails** if roll is higher than modified #, then drops 1 level at end of phase: ⑩

Morale Levels	FAIL	Marker	Note	RALLY
Good		None	-	
Temporary Disorder	←	Yellow	May remain in contact with non-ASA enemy.	←
<i>Permanent Disorder</i>		<i>Red only</i>	<i>May not move or combat the turn Rallied from Rout.</i>	←
Rout morale failure from Temporarily Disordered goes to <i>Rout</i> ; Rally from Rout goes to Permanently Disordered	←	Add Red to Yellow	<i>Any 1 enemy that was in contact may Advance or change Facing.</i>	←
Eliminated	←	-	Remove	-

**Rout Effects:**

- Full move facing away
- Take 1 casualty
- Check forced pass through
- Possible Cavalry breakthrough
- Lose Dedicated Gun
- Mark with Temporary *and* Permanent Disorder
- No fire or movement
- Remain in place until rallied ⑩

## 5 Combat

**(Both)** Attacker chooses which enemy stand will be attacked first by fire and/or melee if in contact; defending stand fires (or melee). If melee involved, loser determined and is disordered & must retreat. Winner decides whether to advance a *melee'r* first before Attacker gets to choose the next defending stand to attack next.

Range	Close	Long	Artillery	Close	Long
Small Arms					
Smoothbore	-	2”	Light Guns (3-4 #, lt. 6#)	4”	8”
Dedicated Gun (with brigade)	-	4”	Field Gun (6-10#, lt. 12#)	4”	10”
Very Light Guns (1-2#)	3”	6”	Heavy & Siege (12#+)	4”	12”

\*ASA cartridge-armed; *Repulses* disordered charges. ⑤ Note: SB=Smoothbore, H=Heavy

Combat - Number of Dice Rolled					
Type	Roll to Hit	Normal		Stationary	
		Fire	Melee	Fire	Melee
Linear Infantry “ <i>poor musketry</i> ”	6	2	3	4 3	5 4
Infantry Brigade* “ <i>poor musketry</i> ”	6	2	4	4 3	6 5
Infantry Skirmisher	6†	1	1	-	-
Cavalry Brigade*	6	-	2	-	-
Linear Cavalry	6	-	2	-	-
Firearm Cavalry**	6	1	2	-	-
“Skirmisher”	6	-	2	-	-
Artillery Bn. CLOSE RANGE @	4-6	1	1	2	2
“ALL at LONG RANGE”	6	1	1	2	2
Artillery Battery	6	1 <sup>s</sup>	1 <sup>s</sup>	1	1

\*+1 Die for each Dedicated Gun, and/or Reinforcing *Infantry* Skirmisher but not in *pre-Napoleonic*. †Target receives saving throws. †Hit on 5-6 if Skirmisher is a Sharpshooter. @ hit on 5-6 for Very Lt. \*\*No cavalry shock & considered inferior weight.

**Saving Throws:** ⑩

- Fire & Melee from Disordered stand
- Skirmisher against Fire if open space of base width
- *Unlimbered* Artillery from all Artillery except Heavy/Siege
- If Cavalry opts then must retreat 6” each (vs. Fire only)

**Melee won** by side with fewer casualties. If tie, each side adds stand with highest morale to a die roll and following modifiers. Side with higher modified roll wins; reroll if tied.

Melee Tie Victory Modifiers	
Infantry versus Infantry with No Elites	+2
Stationary or Cavalry-secure Infantry versus non-Lancer Cavalry	+2
Supported* Artillery vs. Infantry	+1
Non-flank-secured Infantry vs. Cavalry	-2
Artillery versus Cavalry	-2

\*Artillery in side or back contact and facing same direction as a friendly non-disordered Infantry brigade. ⑩

## 6 Exhaustion

**(Both)** each division that received enough casualties to match its

Exhaustion level (if so, place yellow marker

on Divisional Commander) division may not:

- Go stationary again (remove all stationary markers)

- Move into contact with the enemy

Then, roll for each Exhausted division

that received casualties *this turn* for

Collapse. If roll is the same or lower than

those casualties, then its morale Collapses

(place red marker on Divisional Commander)

and all stands drop one level of morale. ⑫

**End of player turn** go to 2nd player or next turn.

## Miscellany

[A] **Army Commander** must roll a 6 to be killed if stand he is attached to suffers any casualties. ③

[C] **Cavalry Secure** infantry receive no penalty:

(see also 7.3.3 ⑩) back to back or with adjacent

stand facing to threatened flank 7.1.4. ⑨ NOTE 4

**Dedicated Gun** adds a die but does not add a strength point.

[H] **Higher ground** bonus only if stationary

and fired on from or if contacted by enemy

coming from lower ground. Not awarded to

Cavalry. ⑨ NOTE 1

**Page numbers** of rule shown in circle (③).

**Scale:** 1 hour turn, 100 yards per inch, 1 strength point equals 500 men or 6 artillery pieces.

**Sequence of Play:** If phase says **(Both)** then both

attacker (phasing player) & defender act; other-

wise only the attacking player takes action. ①



## Terrain

**Abbreviations:**

“-” - No Effect; 1/2M - costs half movement allowance; 2x - cost double distance moved; **B LOS** - blocks line of sight; BR - blocks road; DE- disordered entering feature (or between town blocks); DI - disordered inside & may not recover until out; DL - disordered leaving feature; **m** - see morale modifier chart; NA - stand inside may make no attacks; up - penalty for moving uphill only; ST - get saving throw against fire & melee; STf - saving throw against fire only; STm - saving throw against melee only; STs - saving throw against small arms only; V/M/C - affecting Visibility, Movement and Combat; XX - prohibited.

Terrain	Affects	Brigades		Bn.	Skirmishers		Cmdr.
		Inf.	Cav.	Art’y	Inf.	Cav.	
<b>B LOS</b> - blocks line of sight							
Bridge [or Ford, where different] ⑩	V	-					
	M	Bridge: no effect if in march column or if not, pay 1/2M or may choose Disorder [Ford: across River or Marshy Stream are instead treated as a Stream]					
	C	Disordered if crossed & contacting Defender facing & touching far bank					
Broken Ground ⑪	V	- (unless if scenario indicates)					
	M	2x	2xDI	2x	-	2x	-
	C	If <b>Skirmisher</b> attacked by cavalry, it is not eliminated, it melees as if fighting close order infantry & if survives, withdraws.		STf see at left		-	
Crops, Standing ⑫	V	<b>B LOS</b>					
	M	NE, all but Skir. trample flat moving through					
	C	-					
Field Works ⑬ <b>m</b>	V	-					
	M	-	DE DL	-	DE DL	-	-
	C	ST ex. siege	-	ST except from siege art.	-	-	-
Forest ⑭	V	<b>B LOS</b> ; see out or seen only if on edge; 1” within					
	M	2x	2x DI	2x no unlimbr	-	2x	-
	C	STf	-	-	STf	-	-
Fort ⑮	V	Stands on edge may see or be seen from outside. Normal visibility inside.					
	M	Disordered when crossing works including advance after melee except when in march column through entrance. Cavalry & artillery may only enter via march column through entrance.					
	C	Fire from small arms, field artillery have no effect. Only heavy artillery at close range or siege artillery at any range have effect. ST vs. melee, and all artillery except close range siege,					
Fortress ⑯	V	As Fort					
	M	As Fort except only access is via breach and then disordered.					
	C	As Fort					
Hasty Works /Low Walls ⑰ <b>m</b>	V	-					
	M	-					
	C	STs	-	STs	-	-	-

## VOLLEY & BAYONET: Road To Glory

General Reference Card in Sequence of Play

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### Charts for the Pre/Napoleonic

Hill 1C= 1 Contour 2C= 2 Contours ⑱	V	<b>B LOS</b> (if higher than obstacle may look over)					
	M	1C - ; 2C 1/2M DE	1C 1/2M up; 2C XX	-	-	-	
	C	<b>m</b>					
Marsh ⑲	V	-					
	M	Roll: 1-2 no effect, 3-4 2x, 5-6 4x DI (+1 Artillery & each additional stand through same spot).		-	Roll as at left	-	
	C	-					
Marshy Stream ⑳	V	-					
	M	1/2M DI & lose Dedicated Gun	XX	1/2M DI	1/2M		
	C	Disordered if crossed & contacting Defender facing & touching far bank					
Orchard ㉑	V	<b>B LOS</b> ; see out or seen only if on edge; 3” within					
	M	-	2x DI	-			
	C	-					
River ㉒	V	-					
	M	XX except at Bridge or Ford					
	C	-					
Road ㉓	V	-					
	M	Artillery (any move formation) & rest in March Column ignore terrain penalties					
	C	- ( <i>Sunken Roads</i> are treated as Field Works except no ST vs. melee by enemy Inf. & no ST vs. fire by Siege Artillery.)					
Stream ㉔	V	-					
	M	1/2M (1st stream; & 2nd stream Disorders)					
	C	Disordered if crossed & contacting Defender facing & touching far bank					
Swamp ㉕	V	- (unless if scenario indicates other veg.)					
	M	XX	2x	XX	2x		
	C	-					
Town ㉖	V	<b>B LOS</b> stand(s) in block may see out & be seen					
	M	DE DL	DI BR NA	-	DI BR NA	-	
	C	Holds Infantry: 4 Skirmishers (while considered as 1 defender, they check morale separately) or 1 Brigade. Cavalry & artillery in town have no combat dice and do not take away from Infantry capacity. Never flanked. Combat with 1/4 dice (round up) from each of 4 sides but no more than total dice allowed. <i>See below re construction: Stone/Wooden.</i>					
Tree Line ㉗	V	<b>B LOS</b> unless if either viewer or target is adjacent to tree line.					
	M	-					
	C	-					
Village ㉘	V	-					
	M	-					
	C	Holds only 1 Infantry Skirmisher. <b>Stone Buildings</b> - Small Arms fire has no effect. All artillery treated as long range & no fire during occupier's turn even if in “close” range. <b>Wooden Buildings</b> - may catch fire on a roll of 6 any turn that artillery fires at them or attacked by melee. If they do catch fire, then occupier(s) must retreat at the end of the combat phase, disordered. Each turn <i>after the next</i> , roll to see if the fire has gone out: 5-6 if village or 6 if town. Once out, <i>can</i> be treated as Broken Ground with <b>B LOS</b> .					