

Blenheim 2004

March 2004 V2

SEQUENCE OF PLAY

1. Artillery Bombardment Phase

- Conduct simultaneous artillery bombardment.
- Artillery that fires, may not later move (except light)

2. Movement Phase

- Roll for initiative.
- Shock Cavalry (**SK**) declare charges.
- Targeted **SK** not yet moved declare counter charges.
- Chargers move 1/4 alternate with chargers moving first.
- Charging cavalry stop at 2". Non-Shock Cavalry targets of Shock-Cavalry chargers are pinned.
- Other units move. May move within 2" of enemy.
- Opportunity Charges may be declared by **SK** that have not yet moved against moving targets within 8" (**b-e**).

3. Musketry Phase

- Conduct simultaneous musketry. Apply results immediately.

4. Close Range Combat Phase

- Cavalry Shock-Chargers must close.
- Other units at 2" from enemy may move to 1" & conduct close range combat if they are not shaken. Initiative side declares first. - side who declares is the attacker and cannot claim defensive terrain modifiers.
- Conduct cavalry pursuit or recovery.

5. Command Phase

- Write new orders and place with ADC's
- Read orders received (only after writing orders)
- Attempt to rally all units.
- Check Division Morale
- Check Army Morale

MOVEMENT RATES

Aides	24"
Infantry Line /rearwards*	6/3"
*(disorders if within 6" of enemy)	
Infantry Square (see notes)	2"
Infantry March Column	12"
Cavalry /rearward	12"/6"
Cavalry Breakthrough	8"
Light Guns (no fire/fire&move)	6/4"
Other Guns (limbered only)	6"

Shaken units move at half speed unless moving away from enemy.

Column movement, entirely more than 30" from the enemy may be doubled

FORMATION CHANGES

Infantry: Column to/from line 1/2 move. Line may turn to the left or right and become a column - and vice versa. About face 1/2 move. Rear movement disorders if within 6" of enemy (but will not cause a kill).

Cavalry: May change frontage while moving. May not reduce and expand in the same turn. About face 1/4 move. Wheels at full speed.

All other facing changes are made by wheeling.

Artillery: Un/Limbering takes full turn.

INTERPENETRATION

Lines that are parallel may interpenetrate providing one doesn't move. If both move both are disordered. Mounted disorder foot which must be stationary. Foot may not interpenetrate mounted. Any may pass through artillery without disorder.

SQUARES

Infantry may form square in movement phase. Must be stationary for the entire turn and not shaken. If enemy cavalry are within 6" or if target of a shock charge, infantry must take a morale test. Test 1 grade lower if disordered. If fail - becomes shaken. If target of shock charge, failed squares are destroyed in the close combat phase - charger moves full distance and is blown -no breakthrough.

Squares have automatic flanks (+2) and rear (+1).

Against Cavalry squares have "superior weight".

Against Foot squares are "inferior weight" and are 1-stand wide (i.e. are overlapped+2 by a 3 stand wide line)

Shot at, squares are treated as mounted and subject to bouncethrough from artillery. Squares shoot as 1 stand wide unit - per side.

MORALE & ORDER

1. Steady: Normal state. Troops move and fight normally.

2. Disordered: Affects combat. More susceptible to further degradation.

3. Shaken: Affects movement and combat. If disordered, takes a kill.

4. Routed: Units flee from combat - destroyed if contacted by enemy units.

5. Destroyed: Non recoverable degradation - removed from the table.

Test & Recovery 2D6

To recover to the next lowest state, a unit must roll its rally

number or lower on 2D6 - no modifiers.

Raw	Vet	Crack	Elite
6	7	8	9

TERRAIN EFFECTS

TERRAIN	FOOT & LIGHT GUNS	HORSE	ARTILLERY (other than light)
Open	-	-	-
Road	-	-	+2"
Low Hill	-	-	2/3 sp.
Steep Hill	2/3 sp.	2/3 sp.	1/2 sp.
Woods	Column full sp. Line 1/2 sp. or full sp. and disordered*	1/4 sp. or 1/2 sp. and disordered*	Roads only
Town	-ditto-	on roads and in column only	on roads only
Soft or Broken Ground	1/2 Sp. or full sp. disordered*	1/2 speed and disorders*	1/2 speed
Ford	disordered*	1/2 sp. disordered*	bridge

*"Disorder" from movement (terrain effects) accumulates to cause "shaken" but does not accumulate to cause a "kill".