PAS DE CHARGE FAST PLAY SHEET

Movement

Infantry in line 20 metres per min

Infantry in column 30 “ “ “

Battle Cavalry 50 “ “ “

Light Cavalry 60 “ “ “

Horse Artillery 40 “ “ “

Light & Field Art 20 “ “ “

Heavy Artillery 15 “ “ “

**Variation for Obstacles**

Crossing linear obstacles 2 mins.

Crossing streams ½ speed

Formed infantry in woods ½ speed

Cavalry or artillery in woods Roads

Infantry in BUAs or broken ground ½ speed

Cavalry or artillery in BUAs or

broken ground Roads

Artillery crossing streams Bridges

**Evolution Duration**

Add the score of 1 D6 to the basic time to discover the total time taken. (All evolutions take the same time in reverse)

Infantry

Changing from column to line 4 mins

Forming Sq from column of coys 2 mins

Forming Square from line 3 mins

Skirmish order to line (full bn) 5 mins

#### Cavalry

Mounting or dismounting 1 min.

Column of Squadrons to line 2 mins

#### Artillery

Artillery batteries may perform the following movements in strict sequence:

**Move – Unlimber – Fire – Limber – Move**

Light and Horse Artillery may perform any three of these evolutions in strict sequence during the course of a bound.

Medium Artillery may only perform two sequential evolutions per bound.

Heavy Artillery may only perform a single evolution per bound

**Artillery Ranges (mm)**

### Guns Short Long

18 prs 400 850

12 prs 300 700

9 prs 300 650

8 prs 250 600

6 prs 200 550

3-4 prs 150 400

**Long Range No. of Guns**

**2 3 4 5 6 7 8 9 10 11 12 13 14**

### Die Roll

**12** 1 1 1 1 1 1 1 1 1 2 2 2 2

**11** 0 0 0 0 1 1 1 1 1 1 1 2 2

**10** 0 0 0 0 0 0 0 0 1 1 1 1 1

**9** 0 0 0 0 0 0 0 0 0 0 0 0 1

**8** 0 0 0 0 0 0 0 0 0 0 0 0 0

**7** 0 0 0 0 0 0 0 0 0 0 0 0 0

**6** 0 0 0 0 0 0 0 0 0 0 0 0 0

**5** 0 0 0 0 0 0 0 0 0 0 0 0 1

**4** 0 0 0 0 0 0 0 01 1 1 1 1

**3** 0 0 0 0 1 1 1 1 1 1 1 2 2

**2** 1 1 1 1 1 1 1 1 1 2 2 2 2

### Short Range No. of Guns

 **2 3 4 5 6 7 8 9 10 11 12 13 14**

### Die Roll

**12** 2 2 2 2 2 2 2 2 2 3 3 3 3

**11 1** 1 1 2 2 2 2 2 2 2 2 2 2

**10 1** 1 1 1 1 1 1 2 2 2 2 2 2

 **9** 0 0 0 1 1 1 1 1 1 1 2 2 2

 **8** 0 0 0 0 0 1 1 1 1 1 1 1 2

 **7** 0 0 0 0 0 0 0 0 0 0 0 0 0

 **6** 0 0 0 0 0 0 1 1 1 1 1 1 1

 **5** 0 0 0 1 1 1 1 1 1 1 1 2 2

 **4** 0 1 1 1 1 1 1 1 2 2 2 2 2

 **3 1** 1 1 1 2 2 2 2 2 2 2 2 2

 **2 1** 2 2 2 2 2 2 2 3 3 3 3 3

Unit Underpinning

A Class Minimum 7

B Class “ 6

C Class “ 5

D Class “ 4

**Combat Factors (Infantry)**

**Add:**

Brigadier in command - +1

Senior general in command +2

Unit’s first volley of the battle +1

Firing at enemy in deep formation +1

For each skirmish factor greater than

enemy +1

**Subtract**:

Attacking uphill -1

Attacking over broken ground

or into woods -1

Attacking barricades or buildings -2

Each combat fought -1

Each damage point received

 this bound -1

Each cause of disorder -1

**Combat Factors (Cavalry)**

Add:

General in personal command +1

Unit is heavy cavalry +1\*

Lancers charging +1

Subtract:

Attacking uphill -1

Attacking infantry in square -3

Unit is light cavalry -1

Each damage point received -1

Each cause of disorder -1

**Combat Results**

**Take full score difference for determining result but only apply damage points up to a maximum of - 4.**

### Infantry

Winners:

+5 or more – pursue infantry opponents,

 otherwise hold.

+4 or less – hold.

Losers

-1 or less – hold

-2 to –4 – give ground 50 mm;

 v. cavalry - retreat

-5 or more – rout

### Cavalry

Winners

+1 to + 3 – v. cavalry, break through and

resume advance next bound;

v. infantry – pursue.

otherwise retire and reform.

+4 or more – pursue.

Losers -1 -3 – v. cavalry, ridden through;

 v. infantry – recoil and reform.

-4 or more – v. cavalry, rout;

v. infantry – retreat.

**If modified score is 0 or less then rout**

Pursue :

Roll one D6. A throw of 5 or 6 means the unit must pursue. Follow retreating or routing opponents for a full bound or until fresh enemy or an obstacle is encountered.

Any unit may pursue a retreating enemy voluntarily

**\*** Dragoons are neither heavy nor light.

Morale

 **Basic Chance Table**

Orig No. Of Units Retreating/Routing

-inal 1 2 3 4 5 6 7 8 9 10 11 12

2 50 -

3 33 67 -

4 25 50 75 -

5 20 40 60 80 -

6 17 33 50 67 83 -

7 14 29 43 57 71 86 -

8 13 25 38 50 63 71 86 -

9 11 22 33 44 56 63 75 88 -

10 10 20 30 40 50 60 70 80 90 -

11 9 18 27 36 45 55 64 73 82 91 -

12 8 17 25 33 42 50 58 67 75 83 92 -

13 8 15 23 31 38 46 54 62 69 77 85 92

## Quality Modifier Table

##### Basic

Chance A B C D

Under 10 8 10 12 15

10 + 10 10 15 20

20+ 20 20 30 40

25+ 25 25 40 55

30+ 30 30 60 65

35+ 35 40 70 75

40+ 40 50 75 85

45+ 45 60 85 95

50+ 50 70 95 R

55+ 60 80 R R

60+ 70 90 R R

65+ 80 95 R R

70+ 90 95 R R

75+ 95 R R R

80+ 95 R R R

85+ 95 R R R

90+ R R R R

95+ R R R R

R = Automatic Rout

**V0.03**