

Absolute Emperor QRS (28mm)



Movement:

Unit Type/Size	Open Ground Line/Attack Column/ March Column	Cover Line/Attack Column/ March Column	Difficult Ground Line/Attack Column/ March Column	March Column on a road	Interaction Zone
Infantry	4/6/8"	2/4/8"	-/2/4"	12"	4"
Cavalry	8/8/16"	-/2/4"	2/4/8"	18"	4"
Artillery	6"	-	-	12"	4"

Sequence of Play:

1. Command
2. Movement
3. Shooting
4. Charges
5. Combat

Command – Orders:

- Attack
- Defend
- Hold
- Flank March

Élan:

- Reroll an activation roll
- Recover a single unit tone unit status Step (disorder to halted, halted to fresh)
- Change his Orders
- Reroll one attack in Shooting or Combat Phase

Infantry Shooting Basics:

- Infantry shooting range is 4"
- Infantry shoot 4d6 in Line
- Infantry shoot 2d6 in Attack Column
- Infantry shoot 1d6 in March Order
- Infantry shooting from a BUA rolls 2d6 per side
- Fresh and Halted units may shoot
- Disorder units may not shoot
- Infantry in square formation cannot shoot
- Infantry not in square shooting at square: +1d6
- Target partially blocked: -1d6
- Target uphill: -1d6
- Target in area cover: -1d6
- Target behind wall, in BUA or fortification: -2d6
- Shooting at a fortification: hit on a 6
- Infantry units that are under threat of cavalry charge may choose to voluntarily form square rather than shoot
- An infantry unit that shot normally, but then elects to form square because of charging cavalry, can only do so on an activation roll. Failing the roll, the unit remains in its current formation and becomes disordered

Artillery Shooting Basics:

- Artillery shoots 2d6 per unit and hits on a 5+
- Canister range is 6", effective (shot) range is 6-18"
- Artillery shooting at canister range counts both dice in determining results
- Artillery shooting at effective range counts only the highest roll as its result
- Artillery in Grant Battery (3 guns) rolls 6d6 and hits on 4+; counting all six dice for canister, or the three highest dice at effective range
- Artillery shooting at targets within cover, BUA, or fortification rolls 1d6
- Artillery shooting at artillery or a fortification hit on a 6 only.

Extraordinary Results:

Shooting Phase

- 2 hits cause a unit to become halted
- 4 hits cause a unit to become disordered
- 5+ hits cause a unit to take a waver test in addition to any above results

Combat Phase

- 3 hits cause an infantry unit to recoil 1" and become disordered; cavalry withdraws and becomes disordered
- 5+ hits cause a unit to take a waver test in addition to any above results

Absolute Emperor QRS (15mm)



Movement:

Figur Size	Open Ground Line/Attack Column/ March Column	Cover Line/Attack Column/ March Column	Difficult Ground Line/Attack Column/ March Column	March Column on a road	Interaction Zone
Infantry	2/3/4"	1/2/4"	-1/2"	6"	2"
Cavalry	4/4/8"	-1/2"	1/2/4"	9"	2"
Artillery	3"	-	-	6"	2"

Sequence of Play:

1. Command
2. Movement
3. Shooting
4. Charges
5. Combat

Command – Orders:

- Attack
- Defend
- Hold
- Flank March

Élan:

- Reroll an activation roll
- Recover a single unit tone unit status Step (disorder to halted, halted to fresh)
- Change his Orders
- Reroll one attack in Shooting or Combat Phase

Infantry Shooting Basics:

- Infantry shooting rang is 2"
- Infantry shoot 4d6 in Line
- Infantry shoot 2d6 in Attack Column
- Infantry shoot 1d6 in March Order
- Infantry shooting from a BUA rolls 2d6 per side
- Fresh and Halted units may shoot
- Disorder units may not shoot
- Infantry in square formation cannot shoot
- Infantry not in square shooting at square: +1d6
- Target partially blocked: -1d6
- Target uphill: -1d6
- Target in area cover: -1d6
- Target behind wall, in BUA or fortification: -2d6
- Shooting at a fortification: hit on a 6
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- An infantry unit that shot normally, but then elects to form square because of charging cavalry, can only do so on an activation roll. Failing the roll, the unit remains in ist current formation and becomes disordered

Artillery Shooting Basics:

- Artillery shoots 2d6 per unit and hits on a 5+
- Canister rang is 4", effective (shot) rang eis 6-12"
- Artillery shooting at canister range counts both dice in determinig results
- Artillery shooting at effective range counts only the highest roll as its result
- Artillery in Grant Battery (3 guns) rolls 6d6 and hits on 4+; counting all six dice for canister, or the three highest dice at effective range
- Artillery shooting at targets within cover, BUA, or fortification rolls 1d6
- Artillery shooting at artillery or a fortification hit on a 6 only.

Extraordinary Results:

Shooting Phase

- 2 hits cause a unit to become halted
- 4 hits cause a unit to become disordered
- 5+ hits cause a unit to take a waver test in addition to any above results

Combat Phase

- 3 hits cause an infantry unit to recoil 1" and become disordered; cavalry withdraws and becomes disordered
- 5+ hits cause a unit to take a waver test in addition to any above results



Combat Modifiers:

Combat Basics

- Infantry rolls 4d6 in Line
- Infantry rolls 2d6 in Attack Column
- Infantry rolls 1d6 in March Order
- Cavalry rolls 4d6 in Line
- Cavalry rolls 2d6 in squadron
- Cavalry rolls 1d6 in March Order
- Artillery rolls 1d6 total.

General Effects

- Charge, countercharge or reactions charge bonus: +1d6 (unless otherwise noted)
- Infantry receive no charge bonus when charging into cover
- Cavalry attacking infantry not in Square: +2d6
- Attacking a unit behind a wall or hedge: -1d6
- Attacking uphill: -1d6
- Infantry not in square vs. cavalry: 1d6 total

Infantry Square

- Cavalry attacking infantry Square: 1d6 total
- Infantry Square vs. cavalry: 3d6 per side
- Infantry attacking infantry square: +2d6
- Infantry Square fighting other infantry: 1d6 total per side

BUA Combat

- Defending a BUA or fortification: 2d6 per side
- Attacking a unit in a BUA: 2d6 total
- Attacking a fortification: fight at one grade lower

Artillery in Combat

- Infantry or cavalry attacking an artillery unit: +2d6

State and Formation Effects

- Disordered units reroll one successful hit roll in combat
- Attacking the flank or rear of a unit: +2d6
- A unit cannot fight to its flank or rear.

Type of Units:

Troop Quality

- Conscript – Activation / Shooting / Combat: 5+
- Seasoned – Activation / Shooting / Combat: 4+
- Veteran – Activation / Shooting / Combat: 3+

Cavalry Types

- Light Cavalry – no charge bonus when facing other cavalry units
- Line Cavalry – no charge bonus when facing heavy cavalry units
- Heavy Cavalry – always reroll one unsuccessful hit roll on the charge