BBB – Seven Years' War Variant Playsheet – V1-2 - Jan 2019

Firing Values Table *(only front rank elements count)*

Type	3"	6"	12"	18"	24"
Musket v. Cavalry	2				
with Battalion Guns (BG)	2.5				
Musket v. Inf/Art	2	0.5			
with Battalion Guns (BG)	2.5	0.75			
SK (skirmish) Musket v. Inf/Art	2	1			
Cavalry Musket	0.5				
Ineffective Musket	1				
Foot Artillery	8	3	2		
Horse Artillery	6	3			
Heavy Artillery	8	5	3	1	
	3"	6"	12"	18"	24"

Firing Modifiers:

LEFT SHIFT	RIGHT SHIFT	Factor Halved (cumulative)
Ragged Volleys (R)	Devastating Volleys (D)	Disrupted
Target in Terrain:	With Elite Companies (EL)	Low Ammo
1 = Wood/Village	Target Tactically Inept (T)	Reduced Artillery
2 = Town/Entrenched	Target is:	Artillery Pivoted/Unlimbered*
3 = Fort	Crossing Bridge / March Column / Limbered / Flanked	

*Horse Artillery may also fire at half rate if moves up to 6" and unlimbers.

Fire Table

2D6	0.25	0.5	1	2	4	6	9	12	16	20	25	30	36	42	49	50+	2D6
12*	R	T	V	1	1	1	2	2	2	3	3	3	3	3	3	3	12*
11*		R	T	V	1	1	1	2	2	2	3	3	3	3	3	3	11*
10			R	T	V	1	1	1	2	2	2	3	3	3	3	3	10
9				R	T	V	1	1	1	2	2	2	3	3	3	3	9
8					R	T	V	1	1	1	2	2	2	3	3	3	8
7						R	T	V	1	1	1	2	2	2	3	3	7
6						R	T	V	1	1	1	2	2	2	3	6
5							R	T	V	1	1	1	2	2	2	5
4								R	T	V	1	1	1	2	2	4
3									R	T	V	1	1	1	2	3
2										R	T	V	1	1	1	2
2D6	0.25	0.5	1	2	4	6	9	12	16	20	25	30	36	42	49	50+	2D6

Fire Table Notes:

R, T, V = Unit disrupted, Artillery Silenced. 1, 2, 3 = number of stands lost plus unit disrupted.

R = Raw halted in Assault; T = Raw and Trained halted; V, 1, 2, 3 = All halted.

Artillery Reduced with 1 hit, destroyed with 2+.

12* or 11* = Low Ammo (recover by not moving & missing 1 fire phase OR retiring outside 6" of all enemy).

Silenced Artillery recover through making a Rally roll on command table OR retiring outside 6" of all enemy.

Movement rates:

Unit	Move	Movement penalties/notes:
Infantry (may move in Deep only if Aggressive)	12"	**Outside front arc (**45° either side of the FCP) (except Marching, Artillery/Generals/Irregular but includes about turn) = -6"
Artillery	6"	**Difficult Terrain/Linear Obstacle**: Infantry/Art -3", Cav -6"
Heavy Cavalry	15"	Enter 3" ZOC = STOP (unless assault)
Other Cavalry	18"	Change formation = Full move
Irregular Cavalry, Generals	21"	**Artillery** Limber/Pivot/Deploy = Half move. Manhandle **artillery** = 3" – cannot fire in offensive fire.
		Minimum move is always 3"

Assault Table

Difference	Result (note that Retire move ignores all passable terrain).
+7 or more	Defender loses 2 bases & Retires full move. Only Defender Disrupted. Attacker must exploit.
+4 to +6	Defender loses 1 base & Retires 9". **Both sides Disrupted.** Attacker may exploit or occupy.
+1 to +3	Defender Retires 3". **Both sides Disrupted**. Attacker must occupy.
0	**Both sides Disrupted**. Both sides lose 1 base. Immediately refight (if both still alive).
-1 to -3	Attacker Retires 3". **Both sides Disrupted**.
-4 to -6	Attacker loses 1 base & Retires 6". **Both sides Disrupted**.
-7 or less	Attacker loses 2 bases & Retires full move. Only Attacker is Disrupted.

Units that are retired through are **Disrupted**. Retiring ignores terrain penalties. Supporters (base contact) OK.

Assault Modifiers:

Advantages	Penalties
3:2/2:1/3:1 = 1,2,3 Veteran = 1 Heavy Cavalry = 1 Aggressive (attacker only) =1 In Depth = 1 Lancers vs. Infantry = 1 Outflanked = 3	Disrupted = 1 Raw = 1 Fragile = 1 Spent = 2 Light/Irregular Cav. = 1 Village/Wood/Marsh = 1 Town/Bridge/Trench = 2 Fort = 3 Stream / up slope = 1 Up steep slope = 2

Command Roll:

2D6	Good Order	Disordered
11+	Full move OR recover 1 base	9+ = Rally & Full move
10	Full move OR Trained/Veteran recover 1 base	
9	Full move OR Veteran recover 1 base	
7,8	**Full move**	**Rally & Half move**
5,6	Half move	Rally & No move
2,3,4	No move	No move
0,1	Retire Half move (ignore terrain)	Lose base & Retire Full move (ignore terrain)
-1	Disrupted & Retire Full move (ignore terrain)	Unit routed – remove all bases

Command Modifiers:

+1 Within 6" command radius   +1 In Column of March or Limbered Artillery   -1 In Marsh/Wood/Town

-1 Irregular Cavalry/Militia   -1 Passive (Good order only P)   -1 Fragile (Disrupted only F)

-1 Infantry in line, starting and ending move with no unit on both flanks, same facing, within 3"   -2 Spent

Terrain – Additional notes:

Type	Effects
Slopes	Blocks LOS through it. Units on hill can fire over lower friends if 3" gap on both sides of friends.
Wood/Town	Block LOS beyond 3" within it.
Stream	-1 Assault penalty applies if unit is within 6" of stream that attacker crossed.
River	Impassable to Art. Other halt full move.
Road	Doubles speed – but only if in column of march/limbered.
Bridge	Obstacle as per terrain it crosses, unless all are in column of march/limbered.

Difficult terrain: Marsh, Woods, Town (not village / fort).   **Linear obstacle**: Stream, Steep slope (going up).

Evade units moving within 12" (must be Undisrupted): Cavalry / Limbered Foot Art. / Horse Art: May evade Infantry. Light / Irregular Cavalry: May also evade Heavy Cavalry.   Irregular Cavalry: May evade all except Light and Irregular.   **Evading Cavalry becomes disrupted. Move= ½ to Full.**

Turn Order:

Both players perform below steps (i.e. Player 1 does 1 to 5 then Player 2 does 1 to 5):

1. **Move units** – Command rolls.
2. **Move Generals**. Generals may become casualties if closer to enemy units than own. Previous Generals as casualties return within 6" of any own unit.
3. **Defensive fire**. Generals may become casualties (as per above).
4. **Offensive fire**. Generals may become casualties (as per above).
5. **Assault resolution**. Generals may become casualties (as per above).

Interpenetration:

Moving normally: No effect

Moving to Assault: No effect

Retire Result: Units retreated thru are Disrupted