# SHADOW of the EAGLES PLAYSHEET (SV2.1 01/04/24)

#### **TURN SEQUENCE**

- 1. Initiative. Winner may elect to be side A or side B.
- **2. Command radius:** 9"/6", if out of command OK on 1D6: 3+/4+/5+, otherwise cannot close enemy.

Inept Generals: out of command on 1-2. Inspiring Generals: double move on 5-6.

- **3. Movement.** Side A moves (charges first, generals last), then side B moves, one brigade each.
- 4. Firing. Simultaneous fighting.
- **5. Close combat.** Simultaneous fighting. Initiative winner chooses order of combats.
- **6. Generalship & Rally.** Simultaneous. Attach/detach generals, then make rally checks.

Morale may need to be assessed in the movement, firing or melee phases.

## 2. MOVEMENT PHASE

Formed Infantry in line 6"
Skirmish Inf and Grandes Bandes 9"
Heavy Cavalry in line 9"
Light Cavalry in line 12"
Limbered Foot Artillery & Wagons 6"
Limbered Horse Artillery 12"
Manhandle any Artillery 3"
Command Figures 18"

Only ever apply one move deduction. If more than one applies use the largest, and then always use the 'significant move' modifier when firing

Movement Modifiers	Formed Infantry	Skirmish Infantry (9) Grandes Bandes	All Cavalry	Artillery
Column – any type	+3"	Not applicable	+3"	Not applicable
Charge	+3"	+3"	+6"	Not applicable
Wheel to front (1)	Free	Free	Free	
Move to Flank Move to Rear	Old Regime ½		Old Regime ½	Manhandle 3" Any
Wheel to Rear Formation Change (2& 3)	New Regime Free	Free (8)	New Regime Free	direction (Fig.7)
Difficult ground	1/2	2/3	1/2 (4)	½ (5)
Obstacles (6) Halt on contact		Free	Halt on contact	Halt on contact
Roads			pered artillery and wagons entire move is on a road	s only.
Limber/Unlimber Mount/Dismount N/A		N/A	1/2	Foot or Horse 1/2 (7)
<ol> <li>A wheel must pivot on a front corner of the unit.</li> <li>No moves to the flank or formation changes within 6" of enemy front sectors, unless skirmish infantry.</li> <li>Formation changes at line movement speed. Facing changes are not allowed.</li> </ol> Grandes Bandes formation is a rough line, they are not considered skirmishers and cannot evade.		<ul> <li>(4) Cavalry must move through BUA in march column.</li> <li>(5) Artillery and wagons cannot move through a marsh.</li> <li>(6) Halt on contact. Continue at normal speed next turn.</li> <li>(7) Old regime artillery cannot move, unlimber/limber, &amp; fire in the same turn.</li> <li>(8) Advancing units may throw out a skirmish screen 3" ahead.</li> <li>(9) Skirmish screen max distance from parent unit is 9".</li> </ul>		

Resolving Charges: Weakened chargers/counter-chargers halt at 1" then fall back and take 1 hit.

Target units with 2+ hits difference or weakened fall back and take 1/hit.

Reserve movement: any infantry 15", any cavalry & generals 24", foot artillery 12", horse artillery 18".

Must be in column (any type), more than 18" from enemy, in command. No road bonus.

**Inferior units:** test formation change (unless to Grandes Bandes), move to flank/rear, move in odd formation or square, on 1-3 = 1 hit and become GB. Does not apply to skirmish infantry nor GB, unless they are changing back to formed infantry.

About Face: count as formation change.

**Square:** Maximum 3" move.

Pivot/Conversion: count as wheeling to the rear. Inferior can't do this.

**Odd Formation:** forming/reforming is a formation change. Max. 3" move unless all in same direction.

Reforming after conforming with terrain: count as formation change.

Weakened Units: cannot advance towards the enemy unless led by an attached general. May never charge.

Crossing a passable river: halt in middle first turn, then half rate next turn.

Generals: deduct a third in difficult ground, obstacles no penalty. Avoid enemy units by 6"

**Ability rolls**: when attempting to counter-charge, supporting fire during a charge, emergency action when charged and when attempting opportunity fire: **throw 1D6, 4+ required**:

Superior +1 Inferior -1 Attempt counter-charge +1 Attempting form square from company column +1

Fire/Combat DICE+	Line	Company/Squadron Column	March Column	Single Bn. Square
Formed Infantry	4 dice	Fire 1 die - Close combat 3 dice	Cannot fire, Close combat 1 die	Fire 1 die per face Close combat 4 dice
Unformed Infantry	Skirmish Battalion: 2 dice if 1-2 Bn-wide, Skirmish Battalion: 4 dice if 2-3 Bn-wide. Skirmish Screen: 1 die, Grandes Bandes: 3 dice		1 die	N/A
Any Cavalry	4 dice	3 dice	1 die	N/A
Artillery	2 firing dice. Do not fight in close combat.			

## 3. FIRING PHASE

Infantry: 30° left or right.

**Artillery**: base width straight ahead. Mounted cavalry cannot fire.

Formed Infantry and Grand Bandes	9"
Skirmish Infantry	12"
Formed Infantry (rifles)	12"
Skirmish Infantry (rifles)	18"
Dismounted Cavalry	9"
Light Artillery	12"- 24"- 48"
Medium Artillery	15"- 36"- 72"
Heavy Artillery	18"- 48"- 96"

Roll the appropriate number of fighting dice\*. 4+ causes a hit. A roll of 1 always misses.

If 7 or more is needed, use half dice (rounded up) and hit on 6. Modify each roll:

Firing at enemy flank or rear		
Superior	+1	
Inferior		
Weakened		
Made a significant move *	-1	
Target in cover		
Target skirmish infantry		

## **Artillery only**

Dense artillery target	
Canister	+1
Heavy guns	
Effective range	1
Light guns	-1
Extreme range	-2

\*Artillery deduct if they have moved any distance at all. Always deduct if more than 1 move deduction applies, after formation change, interpenetration or fall back/pursuit.

Grazing fire can occur up to 12" behind the front of the original target, and in line of fire.

## 4. CLOSE COMBAT PHASE (max one unit per front/sides/rear)

Roll the appropriate number of fighting dice<sup>+</sup>. 4+ causes a hit. A roll of 1 always fails. (\*Fighting dice allocation vs Unit size: Tiny:1 die only, Small: \*-1 die, Large: \*+1, min 1 die)

If 7 or more is needed, roll half dice (rounded up) and hit on 6. Modify each roll:

Charging/Counter-charging/ Pursuing (only 1st round)*		Light cavalry vs. heavy or vs. formed infantry	
Lancers (only 1st round if vs. cavalry)	+1	Infantry in line against cavalry	-1
General attached		Weakened	
Superior		Inferior	
1st Round Only		Cavalry vs. Square	-3

\*No Ch./CC +1 if enemy defending obstacle/difficult ground/gentle hill, or vs. squares.

\*Halve dice round up if <u>half or less</u> frontage of unit is in combat (for example: line vs column)

RESULT	ACTIONS REQUIRED
Loser	Fall Back. Take 1 additional hit.
Winner	Occupy opponent's ground then roll for Pursuit.
Draw	Lower quality unit Falls Back with +1 hit. Quality equal and both units weakened, <i>both</i> Fall Back. Otherwise, fight further rounds to resolve the draw.

Pursuit: No pursuit if weakened or unit is not allowed to charge. Otherwise: Roll a D6. 1-2 do not pursue; 3-4 may choose to pursue or halt; 5-6 must pursue.

Any infantry -1 unless in company column. Pursuit distance is a normal move but counts as a charge. Pursuers can't be fired on. A second close combat is fought in the next turn, a first combat is fought in the current turn.

# MORALE (Tiny/Small/Medium/Large)

### Weakened units:

Superior 3 / 4 / 5 / 6+ hits; Regular 2 / 3 / 4 / 5+ hits; Inferior 1 / 2 / 3 / 4+ hits.

- Cannot advance towards the enemy unless led forward by an attached general.
- May never charge, counter-charge or pursue, even with a general attached.
- Skirmish screen is lost.

#### Routed units:

Superior 4/6/8/10+hits; Regular 3/5/7/9+hits; Inferior 2/4/6/8+hits.

- Friendly units within 6" and in sight each take 1 hit, or 2 if mostly in the sector of initial rout.
- Any other unit that reaches its rout number as a result of routing hits is also routed, and causes hits in turn to others within 6".
   Continue until no more units are routed.

## **GENERALSHIP & RALLY PHASE**

- Generalship: Generals within 9" can attach themselves in this phase, even they have already moved or are already attached. Must stay with the new unit until next G&R phase. Detach generals if required, move up to 3".
- 2. Rally: If more than 9" from enemy/out of LOS-LOF of enemy OR General attached in any circumstances:

Remove 1 hit on a roll of:

3+ Superior; 4+ Regulat; 5+ Inferior

- If 6 is rolled rally 2 hits from any class. If both conditions apply, 1 hit is removed automatically, then roll as above to remove a second hit. If the Army General is attached, the unit may roll 2 rally dice.
- Maximum rally is 3 hits per phase. Last 2 hits always remain. Can't rally in melee contact.
- Generals can be replaced in this phase on a roll of 4+ (old regime) or 3+ (new regime), but are not effective in any way until the next turn.