

SHADOW OF THE EAGLES

10/8/23 (1)

• SKIRMISHERS

SKIRMISH SCREEN : 2 SK. BASES

FIRE : 1 DIE { MUST OCCUPY THE FRONT
OF A LINE, 8"
OTHERWISE NO FIRE.

SKIRMISH BATTALION : 6 SK BASES

MUST OCCUPY :

FIRE : 2 DICE { MIN, THE FRONT
OF A LINE, 8"
UP TO THE FRONT
OF TWO LINES
8" - 16"

FIRE : 4 DICE { BETWEEN TWO AND
THREE LINES
17" - 24"

• GRADE BATTLES : THEY ARE ESSENTIALLY UNFORMED LINES

- THEY MOVE LIKE SKIRMISHERS
 - THEY CANNOT EVADE
 - THEY FIGHT A BIT BETTER
THAN SKIRMISHERS
 - THEY FIRE WORSE THAN
LINE.
- 3 FIRE AND
COMBAT
DICE {

• MELEES :

- ASSUME THAT COMPANY / SQUADRON COLUMNS
FIGHT A BIT BETTER, AT FIRST IMPACT,
THAN LINES : SO :

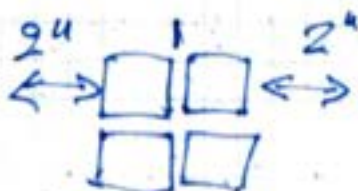
- FIRST ROUND ONLY LINE HALVES
DICE SINCE THEY ARE FIGHTING
WITH HALF OR LESS UNIT.

MELEES (CONT.)

- THE ORIGINAL RULES ALLOWED TO ATTACK A LINE WITH A COLUMN, HITTING A SIDE SO THAT HALF DICE WOULD BE THROWN BY LINE. THIS RULES ALLOW THIS INDEPENDENTLY FROM WHERE THE COLUMN ATTACKS.
- COLUMNS USE THREE COMBAT DICE, AS IN ALL VERSIONS OF THE RULES UP TO THE PRINTED EDITION.
- HALF DICE MEANS
 - 4 DICE \rightarrow 2 DICE
 - 3 DICE \rightarrow 2 DICE
 - 2 DICE \rightarrow 1 DIE
 - 1 DIE \rightarrow 1 DIE
- ONE UNIT MAY BE ATTACKED BY ONE ENEMY UNIT PER SIDE (FRONT, REAR, FLANKS)
- THIS RULE AVOID THE "PHALANX" EFFECT, WHERE AN INFANTRY BRIGADE IS MISSED IN CLOSE COLUMNS, SIDE BY SIDE.

ATTACK COLUMNS MOVEMENT

- ATTACK COLUMNS MUST LEAVE ENOUGH SPACE ON BOTH SIDES, TO ALLOW THE UNIT TO DEPLOY IN LINE.



- "CHESS" FORMATIONS SATISFY THIS RULE



DETAILED TURN SEQUENCE

1. INITIATIVE (P17)

Dice for Initiative. Add Army General personal modifier and army initiative modifier. Winner chooses to be side A or side B and will also choose the order of Close Combats.

2. MOVEMENT (pp18-31)

Side A checks if units are 'in command' (pp12 & 18). Roll 1D6 for Inspiring or Inept Generals and Superior or Inferior independent units. On 5 or 6, units under the control of an Inspiring General or any Superior independent unit can make a double move. On a 1 or 2, units under the control of an Inept General or any Inferior independent unit are 'out of command' and cannot move closer to the enemy; out of command units may then test individually needing 3+ if Superior, 4+ if Regular or 5+ if Inferior to move as the player wishes (no double move is allowed at this point).

NB restricted movement options for units that are 'out of command' (p12) or 'weakened' (p42).

Side A declares charges (pp27-30); side B checks and carries out evades (p28) then checks and carries out counter-charges (p27).

Side A moves charging figures into contact or to follow up evaders. Side B checks for any possible emergency actions in response to a charge (p30).

Both sides carry out firing for chargers, defenders and supporting units (pp15 & 28). Mark units that have fired!

Carry out 'Charge Resolution' (pp30-31) and apply effects from firing straight away (p42).

If opponents 'Fall back' or 'Rout', apply the effects (pp38-39 & 42-43) and roll for pursuit (pp40-41).

Side A moves all other eligible units and side B checks and carries out any 'Opportunity fire' (pp15 & 31) if it wishes to. Mark units that have fired!

Lastly, side A's Generals now move.

Side B now carries out its own movement as above.

⊕ SIDE A ALSO MOVES UNIT IN
SUPPORT CHARGE, UNITS THAT
WILL NOT GO IN CONTACT BUT
WHICH WILL BE ABLE TO FIRE IN
SUPPORT
OF
A
CHARGE.
ONLY TO THE ENEMY
UNIT BEING CHARGED.

3. FIRING (pp32-36)

Both sides now carry out firing by units that have not yet fired during the movement phase. Units already engaged in close combat cannot be fired on. All firing is assumed to be simultaneous. No routs are enacted until all firing is complete.

Apply effects of 'Routed' units (p42-43). Check for casualties amongst generals.

4. CLOSE COMBAT (pp37-42)

Units in contact following a charge or pursuit now engage in close combat. The player with initiative chooses the order in which close combats are fought; close combat is considered to be simultaneous but each discrete close combat is fully resolved, including routs, before the next is commenced (p17) and can have more than one round within a single turn in order for it to be resolved (p37).

Losing units 'Fall Back' or 'Rout' (p38-39 & 42-43). The winner occupies the opponent's ground and then rolls for pursuit (pp40-41).

Resolve further Close Combats caused by pursuits. A maximum of two pursuits per turn are allowed for any unit.

Check for casualties amongst generals.

NB units may only engage in one close combat per turn. Read both of the "if pursuit occurs" paragraphs on page 41 VERY CAREFULLY!

5. GENERALSHIP, RALLY & REPLACE (pp44-45)

In the following order:

1. If desired, attach Generals to units within 9" or detach Generals from units and move up to 3".
NB Voluntarily attaching and detaching can only take place in this phase.
2. Rally off hits.
3. Replace Generals who have been rendered *hors de combat*.