

HUSARIA

RULES SUMMARIES

ARMOUR CLASSES

- EXTRA HEAVY
 - HEAVY
 - MEDIUM
 - LIGHT
- 2 COMBAT MODIFIER PER CLASS DIFFERENCE

COMBAT

RANKS ELIGIBLE TO FIGHT

- 1 RANK -
- DISORDERED FOOT
 - ALL OPEN ORDER TROOPS
 - TROOPS FIGHTING FROM TABORS
WOODLANDS
FORESTS
VILLAGES & TOWNS
 - NORMAL ORDER HORSE

- 2 RANKS -
- NORMAL ORDER FOOT IN GOOD ORDER

- 4 RANKS -
- PIKE ARMED FOOT IN GOOD ORDER

MODIFIERS

- +4 FANATIC
- +4 CHARGING
- +2 DEFENDING HARD COVER
- +2 ADVANTAGE OF GROUND
- +2 WINNER OF LAST ROUND
- 4 HORSE FACING PIKES
- 4 UNFORMED
- 2 EACH ARMOUR CLASS DIFFERENCE
- 2 IF OPPONENT SHIELDED
- 2 IF FIRING PART OF COMBAT

MELEES & MOVEMENT

- LOSER GIVES GROUND
- FOOT - 1CM FOR EVERY CASUALTY GREATER THAN OPPONENT
 - CAVALRY - 2CM

- WINNER MAY FOLLOWUP
- IF NOT MOVE LIMIT
 - IF SO MUST WAIT UNTIL NEXT TURN TO CHARGE

MUST STAY IN MELEE UNLESS CAVALRY FIGHTING FOOT

UNITS THAT WIN OR DRAW MAY LAP AROUND OPPONENT BY PASSING AN INITIATIVE TEST

FIRING

RANKS ELIGIBLE TO FIRE

- 1 RANK -
- DISORDERED TROOPS
 - TROOPS FIRING FROM TABORS
WOODLANDS & FORESTS
VILLAGES & TOWNS
 - NORMAL ORDER HORSE
 - DISORDERED CARACOLE
- 2 RANKS -
- OPEN ORDER FOOT IN GOOD ORDER
 - OPEN ORDER HORSE
- 3 RANKS -
- NORMAL ORDER FOOT IN GOOD ORDER
- 4 RANKS -
- NORMAL ORDER HORSE IN CARACOLE

RESTRICTIONS - CANNOT FIRE

- RAW FOOT THAT MOVED THIS TURN
- EXPERIENCED TROOPS EXCEEDING 1/2 MOVE THIS TURN
- RAW HORSE EXCEEDING 1/2 MOVE
- GUNS UNLIMBERED THIS TURN
- GUNS RE-SIGHTED THIS TURN
- TROOPS SURPRISED THIS TURN

MODIFIERS

- +4 FIRST VOLLEY
- +4 FIREARM SHORT RANGE
- +4 FIRING CASE
- +2 RESTED MUSKET (WALL ETC)
- +2 DENSE TARGET (4 RANKS +)
- +2 ARTILLERY SHORT RANGE
- 4 NORMAL ORDERED THAT MOVED
- 4 FIRING LONG RANGE
- 4 UNFORMED/DISORDERED
- 4 TARGET IN HARD COVER
- 2 TARGET IN SOFT COVER
- 2 FIRING AT OPEN ORDER TROOPS
- 2 MOUNTED FIRING GUNPOWDER WEAPONS
- 1 BOWS FIRING AT EXTRA HEAVY OR HEAVY TROOPS

DISORDER - REFORMING

- ELITE - 1/2 MOVE
- VETERAN - 1/2 MOVE
- PROFESSIONAL - 1/4 MOVE
- EXPERIENCED - 3/4 MOVE
- RAW - 3/4 MOVE

CANNOT REFORM WHEN CROSSING TERRAIN UNTIL ENTIRE UNIT HAS PASSED THROUGH

FORMATION CHANGES

TURNS NECESSARY

- PROFESSIONAL - 1/4 TURN
- ELITE & VETERAN - 1/2 TURN
- EXPERIENCED & RAW - 3/4 TURN
- ARTILLERY LIMBER - 1 TURN
- ARTILLERY UNLIMBER - 1 TURN

CHANGES PERMITTED

- MOUNT
- DISMOUNT
- TURN 90 DEGREES
- EXPAND BY 1/2 EXISTING FRONT
- CONTRACT BY 1/2 EXISTING FRONT
- FALL BACK
- FORM CARACOLE
- FORM HEDGEHOG

DISORDER - CAUSES

- NORMAL ORDER FOOT MOVING IN
- FARMLAND
 - WOODLAND
 - SCRUB OR MARSH

- NORMAL ORDER FOOT OR HORSE CROSSING A
- WALL
 - HEDGE
 - FENCE
 - PALISADE

- ANY TROOPS MOVING THROUGH A
- BUILT UP AREA
 - TABOR
 - GUN POSITION

- ANY HORSE TROOPS MOVING IN
- WOODLAND OR FOREST

- NORMAL ORDER HORSE MOVING IN
- SCRUB OR MARSH

CHARGERS FAILING TO MAKE CONTACT WITH TARGETED ENEMY UNIT

EVADERS INTERPENETRATING, OR FLOWING AROUND, FRIENDS

TROOPS LOSING A ROUND OF MELEE

ALL TROOPS AT END OF THE 2ND ROUND OF MELEE

ANY HORSE BREAKING OFF CONTACT WITH INFANTRY

PIKE ARMED TROOPS AT END OF ALL ROUNDS OF MELEE

ALL TROOPS IN PURSUIT OF ROUTERS