

Looters/Routers each have three attempts to return after passing a reaction test.

Routing unit cannot dice for return until Looters have returned to the table.

Regulars Da, Irregulars use D6.

Units return on 3 or 4, unless with General then 3, 4 or 5.

Looters/Routers return Rallying Forward within 150 paces from where the unit left table.

FORMATION CHANGES (Pages 30 & 31)

Regulars - Four (4) figures per 1/4 move. Irregulars - Two (2) figures per 1/4 move.

Pursuers - Through Gap: As per Regulars and Irregulars, above.

Evaders, Routers, Breakers-off - Through Gap: Deduct furthest distance figure must move sideways to get through gap, but do not deduct for expansion on far side of gap.

Impetuous Chargers/Counterchargers cannot change formation, only pass through gap. Are disordered by this.

Disorder doubles all costs.

CHANGES IN DIRECTION (Pages 29 & 31)

Wheel using inner forward corner as pivot.

Regulars & Light Troops move full speed. Other Irregulars at half speed.

Regulars & Light Troops turn 90 or 180 degrees in 1/4 turn. Other troops 1/2 period.

Disorder doubles all costs.

OTHER MOVEMENT MODIFIERS/EFFECTS (Pages 30 & 31)

Exchanging Ranks - 1/2 period. If in hand-to-hand can only happen during recoil.

Interpenetration - 1/4 deducted from charge and countercharge move.

Lapping Around Flank - 1/4 period.

Disorder doubles all costs.

INTERPENETRATION (Pages 30, 33)

Charge and Countercharge - Deduct 1/4 move

Disordered if Interpenetrating moving or disordered friends.

Disordered if Interpenetrated by friends other than light infantry.

HAND TO HAND (Pages 39 & 40)

Flank extension eligible to fight is one (1) figure on either side when charging/countercharging, one figure on an enemy figure's shielded side, or by up to three (3) figures on a flank in other circumstances or to the rear.

Regulars (except those with 2HCW, Concussive or Cut and Thrust) always fight with one-half (1/2) second rank, if with same weapon as front rank (except J/LTS as shown below).

Irregular close or loose infantry count 1/2 J/LTS in second rank if charging, countercharging or stood to receive charge during period, unless weapon factor against enemy is zero (0).

Rear rank J/LTS figures with no other weapon permitted to fight count "other infantry" weapons with javelin extra when charging.