

THE GREAT THIEF OF EUROPE – PLAYSHEET 1

Playing sequence

<i>Phase</i>	<i>Actions</i>
Response	Reaction tests for being charged and resulting responses (simultaneous) Follow-up charges (simultaneous)
Firing	Firing (by priority) and resulting reaction tests and responses (simultaneous)
Combat	Combat and resulting rout moves (simultaneous)
Rout and pursuit	Pursuit and further rout moves (simultaneous)
Initiative movement	Order changes, command tests and movement by the side with the initiative
Non-initiative movement	Order changes, command tests and movement by the other side
Rally	Rallying from disordered, shaken or broken (simultaneous)

Command tests

	<i>Target score</i>
Talented general	1+
Average general	2+
Inept general	3+
Any command group if not currently under command	5+

Note – Generals out of command deduct 1 from their dice score.

Basic morale factors

Elite	+1
Talented or inspirational general attached to unit	+1
Out of command	-1
Inferior	-1
Shaken	-1
Each base removed so far as casualties	-1
Each firing hit taken this phase	-1
Each friendly unit seen breaking or in first rout within 2B this phase	-1

Optional – Old Guard infantry (super-elite) +2

Optional – Advancing French infantry column taking firing hits +1

Optional – Halted Russian infantry taking firing hits or seeing friends rout +1

Special reaction factors for charge situations

Cavalry charging steady infantry in square or at a defended obstacle	-3
Infantry wishing to start a charge against steady infantry	-3
Troops on foot charged by cavalry in open (unless in square)	-3
Charging or charged if disordered or shaken	-2
Wishing to start a charge in support	-2
Taking firing hits whilst charging	-1
Making a flank or rear attack	+2

Reaction results

Wishing to charge	Halt shaken - orders changed to hold
Being charged	Break
Taking firing hits	If charging – recoil shaken, if advancing – halt disordered for remainder of turn, otherwise – recoil shaken (if already retiring or shaken - break)
Seeing friends break within 2B	Shaken (if inferior, retiring or already shaken - break)

Target scores for control tests

British cavalry	5+
Other cavalry	3+

Target score to rally from broken

Any broken unit	3+
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THE GREAT THIEF OF EUROPE – PLAYSHEET 2

Movement allowances

Infantry in column or skirmishers	3B
Infantry in line	2B
Infantry in square, or stepping back or sideways, or inclining forwards at 45°	1B
Manhandled 12lb guns or any artillery wheeling after firing	1B
Other manhandled artillery	2B
Limbered foot artillery	3B
Limbered horse artillery	8B
Heavy cavalry	6B
Light cavalry or generals	8B

Note – First rout moves are 1B longer for all troops.

Formation changes

Infantry from column to column or square (or vice versa)	½ move
Infantry from line to column or square (or vice versa)	1 move
Cavalry from column to column (or vice versa)	½ move
Cavalry from column to line (or vice versa)	1 move
Artillery to limber or unlimber	½ move

Note – Shaken units require double the above allowances for all formation changes.

Firing distances

	<i>Cannister</i>	<i>Effective</i>
Muskets	----	3B
Rifles	----	4B
3-4lb artillery	5B	10B
6lb artillery	6B	12B
8-9lb artillery	7B	14B
12lb artillery	8B	16B

Firing dice modifiers

Steady elite or regular musket volleys (unless fired at difficult targets)	+2
Other musket volleys (unless fired at difficult targets)	+1
Rifle armed skirmishers	+1
Cannister (unless fired at difficult targets)	+1
Artillery firing at easy targets	+1
Target moved out of ZOF during last turn	-1

Optional – Steady British infantry volleys +1

Combat dice modifiers

Heavy cavalry charging infantry in open and not in square, or any cavalry pursuing infantry	+3
Light cavalry charging infantry in open terrain and not in square, or any cavalry pursuing cavalry	+2
Close order infantry defending an obstacle	+2
Cavalry charging cavalry of lighter weight	+1
Cavalry fighting cavalry of lower grade, or charging other cavalry halted or from uphill	+1
Infantry charging halted infantry in open terrain or fighting in pursuit combat	+1
Infantry fighting artillery or fighting other infantry of lower grade	+1
Cavalry fighting infantry in square, or infantry in line fighting cavalry	-1
Disordered troops fighting steady enemy, or artillery fighting any enemy	-1
Fighting if shaken or blown, or fighting to flank or rear	-1

Note – Cuirassiers count as extra-heavy in first round. Lancers count as heavy in first round if charging and as extra-light in subsequent rounds. Cavalry charging artillery counts as if charging infantry.

Combat results

	<i>Draw</i>	<i>Lose by 1</i>	<i>Lose by 2+</i>
Cavalry fighting infantry	Recoil shaken	Recoil shaken	Break
Infantry fighting cavalry	Disordered	Break	Break
Other circumstances	Disordered	Recoil shaken	Break

Note – After two successive drawn rounds, both sides recoil shaken.