

WARGAMING THE AGE OF MARLBOROUGH TABLES

Movement

INFANTRY

Advancing Firing	3 or More Base Front / Square	2 Base Front	1 Base Column	Road Column	Charge
up to 2"	4"	5"	6"	7"	+1"

ARTILLERY

	Prolong Fwd/Back	Limbered Field/Road
Battalion	2"/2"	6"/7"
Position	1"/2"	5"/6"

To Limber & Unlimber:

- Battalion Guns half move, unlimber, fire **or** fire, limber, half move
- Field Guns - half move and deploy **or** fire, limber, half move

CAVALRY

	Walk	Slow Trot	Slow/Fast Trot	Trot/Gallop	Gallop
Horse/Dragoons	8"	12"	14"	18"	24"
Hussars	8"	12"	14"	20"	28"

Movement Modifiers

- Troops move through woods as infantry - 1 inch - disordered unless stationary for half-move
- Troops in close range forming to engage in woods are equally disordered to defending troops in woods
- Platoon fire infantry must reorganize once through woods
- No cavalry nor artillery through woods unless on road or very "open" woods
- Artillery moving through very open roads move at half prolonged rate
- All troops crossing rivers or swamps melee at half value and shoot at -1 during the turn in which they reform on the other side

FIRE!

Hits on: Ranges	4,5,6 Close	5,6 Medium	6 Long
Pistol/Mtd. Carbine	Melee	2"	3"
Musket/Dsmted Carbin	2"	4"	5"
Bombardiers	2"		
Battalion Gun	5"	8"	12"
Light Field	5"	8"	12"
Medium Field/6 Pdr	6"	10"	16"
Heavy Field/Pos. Art	8"	12"	20"
Siege Gun	10"	15"	25"

Hits on 6 stops charging troops; Troops disorder.

Fire Modifiers

	Field Guns
Target in column	Auto 1 Hit Roll even to confirm second hit
Close Range	Roll two dice for hits
Battalion Gun	Roll die for evens to confirm hits beyond close range- no effect on infantry in line or gunners at long distance
Troops In Cover	If in outskirts of woods, parapets, solid fences and at close range - half-effect or confirm if only 1 hit. No effect on position artillery if in cover Troops in cover or platoon infantry not advancing add 1 to die at close range Attacking troops suffer casualties in small arms phase on pb attacks No cover effects of woods against artillery if target can see or shoot out . In buildings at breaching distance-1/2 effect for artillery -- no effect for muskets In buildings at 1/2 breaching distance-full effect for artillery-- no effect for muskets
Stationary Artillery	Close or Medium range--2 shots Cannister range--2 shots
Infantry charging	Takes long and short shots from muskets--morale checks each time
Cav Charging Arty from front	Takes med and close range shots

BREACHING TABLE

GUNS	Wood Buildings	Stone Buildings	Stone/Earthworks
Light Field	Medium	Short	1/2/short/Forget it!
Medium Field	Long	Medium	Short/1/2 short
Heavy Field	Long	Medium	Medium/Short
Battalion	Medium	Short	Forget it!

MORALE

SCORE dice-loss	INFANTRY			CAVALRY		ARTILLERY	
	Swedish	Ordinary	Platoon Fire	Anglo-Dutch	Other		
5,6	charge	charge	charge	charge	charge	charge	fire or advance
4	charge	charge	advance firing	charge	charge	charge	fire or advance
3	charge	advance firing	advance firing	charge	charge	charge	fire or advance
2	advance	stand & fire	advance firing	charge	charge	charge	fire or advance
1	stand	retreat	retreat	retreat firing	caracole	stand & fire	stand & fire
0	retreat	retreat	retreat	retreat firing	caracole	stand & fire	stand & fire
-1,-2,-3	retreat	disordered	---	retreat	retreat	retreat	retreat

Add 1 if:
Guard or Elite, defending wall or building (no advance)
Backed by supporting line(within 4") or deep order (min 3 stands deep) Support for Infantry =4", Cavalry=8"
testing to charge flank or rear, or disordered troops
testing to countercharge cavalry that refused a charge in the same turn

Subtract 1 if:
Unit is dragoons against formed cavalry or infantry, or
cavalry testing to charge formed infantry from the front
Unit has lost standard earlier. Unit is second class unit as designated
in scenario.

Subtract 2 if:
Unit is Hussars facing front of formed units, Cavalry testing to
charge square. Unit is militia or third class as designated in scenario.

MELEE

PER BASE MELEE COMBAT VALUES

	Basic	Slow Trot	Fast Trot	Gallop*
Armored Horse	2.5	1	2	3
Heavy Horse	2	1	2	3
Dragoons	1.5	1	2	3
Hussars	.5	---	---	2.5
Infantry	2	1**	---	---
Grenadiers	3	1	---	---
Pikes A	4	2**	---	---
Pikes B	3	---	---	---

*Swedes and Hussars only

**none against mounted troops

A. Attacking infantry, defending cav.

B. defending against infantry, Attacking cav
Muskets count 1/2 when attacking cav along
with pikemen. Cav may fire pistols and
withdraw.

MELEE FACTORS

Defending wall +3 (no cav attacks). Building Xs 2. Line hit from rear
column from flank, cav from flank or rear--multiply by 2. Column from
rear, line from flank--by 3.

Troops forced back or retreating because of failed morale who have not rallied
are half value troops, troops pursuing after a melee are 3/4 value. Infantry in square against cav
is at double value.

MELEE RESULTS TABLE

Difference	Infantry	Cavalry	Artillery	Morale
0	1k, 1w	1k	spiked*	pushed back
1	1k, 1w	1k	spiked*	pushed back
2	1k,2w	1k,1w	captured	routed
3	1k,3w	1k,1w	captured	routed
4	1k,4w	1k,2w	captured	routed
5	1k,5w	1k,3w	captured	routed,lose standard

Morale results are reduced to next lower level if victor charged at a slow trot
or was infantry at less than a charge, or if troops in deep order or if the victor was cavalry
disordered by fire entering the melee (instead of inflicting level2 moves to level1).
They go to the next higher level if inflicted by or on cavalry who entered melee at
gallop

Pushed Back = 2"
Infantry Rout = 6", no fire
Cavalry Rout = 12"
(180 degree turn taken out already)