

## BLOODY BIG BATTLES QRS

### Sequence of Play Summary

First Player Unit Movement
First Player Generals
Defensive Fire by Second Player
Offensive Fire by First Player
Assault by First Player
Second Player Unit Movement
Second Player Generals
Defensive Fire by First Player
Offensive Fire by Second Player
Assault by Second Player
<b>Night Intervals</b>
Withdraw to cover
Formation changes
Redeploy guns
Generals
Resupply Ammo
Rally and recover

Disrupted	Casualty
Silenced	Orange
Low Ammo	Purple
Spent	Red
Reduced Artillery	Orange

### MOVEMENT MODIFIERS

+1	In command radius
+1	In Column of March / Limbered
-1	Passive (Good Order only)
-1	Fragile (Disrupted only)
-1	In Difficult Terrain (Woods, Towns or Marsh)
-2	Spent

### MOVEMENT TABLE

Good Order Unit	2D6	Disrupted Unit
Full move / Raw Recover 1	11+	Full move
Full move /Trnd Recover 1	10	Full move
Full move / Vet Recover 1	9	Full move
Full move	7,8	Half move
Half move	5,6	Rally in place - no move
No move	2,3,4	Disrupted - no move
Retire half move (ignore terrain penalties)	0,1	Lose 1 base. Retire 1 full move (ignore terrain penalties)
DISRUPTED Retire 1 full move	-1	<b>BROKEN</b> Remove from table
<b>MOVEMENT</b>		- Unless following a road, straight line only, except cavalry allowed one change of direction. - No move in enemy ZOC except directly to/from <i>unless</i> enemy is already charged by friends. - Formation change costs Half move. - Limber/unlimber costs Half move. - Terrain penalties may never reduce a unit's movement its front arc below 3". -Isolated artillery may only retire Silenced.
Full Move Allowance		
Infantry / Artillery 12"		
Cavalry / Generals 18"		
Movement Penalties		
Outside front arc: -3"		
If move crosses any Difficult Terrain: -3" (cav/art -6")		
Each Linear Obstacle crossed: -3" (cav/art -6")		

### TERRAIN TABLE

Terrain	Effect on Movement	Effect on Firing*	Effect on Assault*
Gentle Slope	Effect on Movement	Blocks LOS through it. Troops on hill can fire over lower friends if 3" gap in front of and behind friends.	-1 against enemy attacking from lower contour within 6"
Steep Slope	Linear Obstacle to climb	Blocks LOS through it. Blocks LOS if lower unit closer to contour than higher unit is. Troops on hill can fire over lower friends if 3" gap in front of and behind friends.	-2 against enemy attacking from lower contour within 6"
Stream	Linear Obstacle	None.	-1 against enemy attacking across stream within 6"
River	Impassable.	None.	Impassable
Marsh	Difficult Terrain	None.	-1 against attacker
Woods	Difficult Terrain	Blocks LOS beyond 3" within it. Cover worth 1 Left.	-1 against attacker
Village	None.	No effect on LOS. Cover worth 1 Left.	-1 against attacker
Town	Difficult Terrain	Blocks LOS beyond 3" within it. Cover worth 2 Left. Defender cannot be attacked with Flanking Fire.	-2 against attacker. Defender cannot be outflanked.
Fort	None.	Blocks LOS beyond 3" within it. Cover worth 3 Left. Defender cannot be attacked with Flanking Fire.	-3 against attacker. Defender cannot be outflanked.
Road	Only if in Column of March or Limbered: Double speed.	None.	None
Bridge	Linear Obstacle unless all are in Column of March/limbered.	1 Right when firing at target crossing bridge.	-2 against attacker.
Rifle Pits, Entrenchment	None.	1 or 2 Left.	-1 or -2

- Cavalry and Artillery never count cover against fire or assault except in Fortifications or behind a Bridge or Linear Obstacle

## FIRE FACTORS

Weapon	3"	6"	9"	12"
SM	1			
ML	1	1	1	
NG	2	1		
EB	2	1	1	
LB	2	2	1	1
RR	3	3	2	2
RC	3	2		

WEAPON	3"	12"	18"	24"
SA	9	3	2	
RA	6	4	3	1
BLA	9	5	4	2
MG	12	6		
RKT	6" range, no Factor, 1 Right shift			

## Fire Multipliers (apply to Fire Factor)

Firer is: Disrupted, Low on Ammo, Reduced (artillery), Pivoted/Unlimbered, Artillery reduced (cumulative) **x 1/2**

## THE FIREFIGHT: Column Shifts

Target is limbered artillery or mounted cavalry	<b>1 Right</b>
Firer has Skirmisher base (S)	<b>1 Right</b>
Firer fires Devastating Volleys (D)	<b>1 Right</b>
Target is tactically inept (T)	<b>1 Right</b>
Target is crossing Bridge	<b>1 Right</b>
Target is attacked with Flanking Fire	<b>1 Right</b>
Target is attacked with Rockets	<b>1 Right</b>
Target has Skirmisher base (S)	<b>1 Left</b>
Firer fires Ragged Volleys (R)	<b>1 Left</b>
Target in cover (see Terrain Table)	<b>1, 2 or 3 Left</b>

## The Firefight (Roll on 2d6)

Fire Power up to:																	
	0.25	0.5	1	2	4	6	9	12	16	20	25	30	36	42	49	50+	
12	R*	T*	V*	1*	1*	1*	2*	2*	2*	3*	3*	3*	3*	3*	3*	3*	12
11	*	R*	T*	V*	1*	1*	1*	2*	2*	2*	3*	3*	3*	3*	3*	3*	11
10			R	T	V	1	1	1	2	2	2	3	3	3	3	3	10
9				R	T	V	1	1	1	2	2	2	3	3	3	3	9
8					R	T	V	1	1	1	2	2	2	3	3	3	8
7						R	T	V	1	1	1	2	2	2	3	3	7
6							R	T	V	1	1	1	2	2	2	3	6
5								R	T	V	1	1	1	2	2	2	5
4									R	T	V	1	1	1	2	2	4
3										R	T	V	1	1	1	2	3
2											R	T	V	1	1	1	2

\*Low on Ammo if rolled 11 or 12.

Result	Effect
R	Artillery unit Silenced; infantry or cavalry unit Disrupted; advancing unit Halted if Raw.
T	Artillery unit Silenced; infantry or cavalry unit Disrupted; advancing unit Halted if Trained or Raw.
V	Artillery unit Silenced; infantry or cavalry unit Disrupted; advancing unit Halted.
1	Artillery unit Silenced and Reduced; infantry or cavalry unit loses 1 base, is Disrupted, and Halted.
2	Artillery unit destroyed; infantry or cavalry unit loses 2 bases, is Disrupted, and Halted.
3	Artillery unit destroyed; infantry or cavalry unit loses 3 bases, is Disrupted, and Halted.

Assault Modifiers	
Defender in cover (see Terrain Table)	-1 to -6
Defender Outflanked	+2
Advantages (Attacker adds, Defender subtracts)	
Numerical advantage 3: 2 / 2: 1 / 3: 1	1/2/3
Aggressive	1
In Depth	1
Penalties (Attacker subtracts, Defender adds)	
Disrupted (or Silenced)	1
Low on Ammo	1
Fragile	1
Spent	2

## Assault Table: Final Difference

+7	Defender loses 2 bases and retires a full move, ignoring terrain penalties. Attacker MUST Exploit but is not Disrupted
+4-6	Defender loses 1 base and retires 9", ignoring terrain penalties. Attacker may Exploit or occupy Defender's position.
+1-3	Defender retires 3". Attacker occupies Defender's position.
0	Both sides lose 1 base and immediately fight a new Assault.
-1-3	Attacker retires 3".
-4-6	Attacker loses 1 base and retires 6".
-7 or less	Attacker loses 2 bases and retires a full move. Defender is not Disrupted

## Silenced Artillery

- A Silenced Artillery unit may not fire. If deployed and not in a Fortification, must limber if unlimbered and retire half move away from the enemy, ignoring terrain penalties.
- If already limbered, it must retire at least half but up to its full move may unlimber if retire half a move away.
- Artillery in Fortifications that becomes Silenced may, at the owning player's option, be given a Low Ammo marker instead of a Silenced marker. In that case it is not obliged to retire but may not fire until its Low Ammo marker is removed.
- Silenced marker is removed at end of Movement phase.