

SLAUGHTERLOO

Army set up

C-in-C		
Division GENERAL	Division GENERAL	Division GENERAL
MAX 6 UNITS Each Unit has OFFICER	MAX 6 UNITS Each Unit has OFFICER	MAX 6 UNITS Each Unit has OFFICER

There is no limit to the number of Divisions, can mix any combination of Unit types in each Division.

Unit types maximum number of figures per unit (including Officer), and base sizes for 28mm figures;

Line Infantry	Militia Infantry	Light Infantry	Mounted Infantry	Cavalry Units	Artillery
8-20	8-24	4-12	4-10	4-10	2-6
FOOT	25X25mm	MOUNTED	25X50mm	ARTILLERY	50X50mm

UNDEAD (Russian)

Line Infantry	Militia Infantry	Light Infantry	Flying Cavalry	Cavalry Units	Artillery
8-28	8-28	4-12	4-10	4-12	2-6
FOOT	25X25mm	MOUNTED	25X50mm	ARTILLERY	50X50mm

Only a unit with an officer can accept orders from General or use CinC affects.

Foot soldiers can for Units In Line (2 ranks deep), Unit In Column (4 soldiers front rest in ranks behind - can only fire with first 2 ranks), Unit In Square (Cannot move). Foot soldiers put in trays of 4 figures each, except Light Infantry always open order (and <=5 cm from other member of their unit). Cavalry must be in base-to-base contact and 3 miniatures in front. Artillery no formation must be base contact with cannon.

BASING COMMAND - General same as Unit 25x25mm foot, 25x50mm mounted, CinC up to 50x50mm.

C-in-C Points Cost		Generals Points Cost		Unit Officer Points Cost	
RAW	50	RAW	125	REGULAR	As Unit type
AVERAGE	75	AVERAGE	160	SPECIAL	As Unit type
EXPERIENCED	100	EXPERIENCED	200	CHARACTER	See Army Book
VETERAN	130	VETERAN	250		

ARTILLERY POINTS COST						
TYPE	Howitzer	Light Gun	Medium Gun	Heavy Gun	Make a Battery	Crew
COST	80	50	100	150	30 per extra gun	See Army

Only a maximum of 3 guns of the same type allowed in a battery.

SLAUGHTERLOO

Unit status;

GOOD ORDER - same direction and in base contact [light infantry do not need to be in base contact],

DISORGANISED - same direction and not in base contact [light infantry alternate figure facing],

RETREATING - turn alternate ranks in different directions still in base contact [light infantry not in base contact],

ROUTING - turn miniatures away from enemy and not in base to base contact [light infantry stagger miniature positions].

START SET-UP:

Initiative = **1D6 + C-in-C experience** the highest decides who sets up first. Then each player alternates placing their least experienced Generals division on the table and finished with most experienced division placing last. Place <=30cm table edge.

The TURN:

COMMAND PHASE (EVERYONE)

INITIATIVE PHASE

ACTION PHASE

MORALE THEN MOVEMENT, FIRING, MELEE etc.

COMMAND PHASE

CinC gets BLUE cards as **Exp+No. of Divisions**, he issues to his Generals in this phase before game begins - and affects whole Division next turn. Your CinC represents you and cannot be killed. Each TURN can discard 1 card & only replace 1 card per turn and General (Gen) must be 45cm from CinC (who can move up to 45cm to pass his orders cards to his Generals) to get the card which modifiers hold for whole turn, apply these conditions ;

- > Gen can **only** have 1 CinC card
- > Can swap CinC card if already has used CinC or discard what he has to use other
- > Gen **cannot** use CinC card in TURN he received it!!

[If you play just 1 Division against another then can remove General and just use CinC, who gets both his and the Generals cards - remove the Sniper cards as the CinC cannot be killed].

General gets RED cards as **Exp+1** and must be 45cm of UNIT (UNIT needs officer to receive it - and active for rest of whole turn) before order carried out - if not they cannot use it. Only 1 card per Unit per TURN and can be played any time in your or your opponents Action phase.

- > Gen renews full set of cards in this phase
- > Gen can discard any of his cards before he receives replacements
- > Gen can **DIE** with enemy "Sniper" card played on enemy Light Infantry and they have clear LOS to your General (His DF = 4, enemy needs 2 Kills to kill him).

Unit Officer needed to receive Gen cards. He can die and on Unit receiving casualties; 25% casualties roll 1D6 and a 6 he is dead, at 50% casualties roll 1D6 and 5,6 he is dead, at 75% casualties a 1D6 roll 4,5,6 he is dead for standard officer - others have different rules.

INITIATIVE PHASE

Each Gen rolls **2D6 + Exp** the highest score activates his division to the lowest score. If the same result rolled but different Exp then most experienced Gen goes first, if all the same just roll 2D6 again. In large games you may prefer to activate one side versus another so just use **CinC Exp + 2D6**. Then alternate between players with the most experience General moving first.

ACTION PHASE

MORALE Must be taken under following conditions:
 > Unit received 1 or more casualty markers last turn (25%, 50%, 75%)
 > Unit has enemy Infantry or Cavalry in base-to-base contact with its rear
 > Unit has 3 casualty markers (75%)
 Pass Morale roll **2D6 <= Unit Morale +/- Mods**

FAIL Result

> **When In GOOD ORDER**, retreat 1 full move in original Form & face away from enemy. No further actions until next turn. On next turn if left alone they will HALT & Reform facing enemy for free. But if try to do any action must do Form roll (base 8) on each action wanted - if fails remains stationary as was but now disorganised.

[Note : A unit retreating & suffers another 25% casualties in same turn before Halted and Turned, must take another MORALE and if fails -> ROUTES]

> **When DISORGANISED FORM**, route!! as fastest speed + charge bonus facing away from enemy and disorganised - see Rally Routing Units.

[Note : If Routing / Retreating make it to table edge they are removed - leave casualty markers]

>> **If Retreat / Route through own troops** (this excludes Light Infantry) then the retreating / routing Unit makes a Form roll - if fails the friendly troops they pass through become disorganised.

RALLY ROUTING UNITS

Can only be done by Units Division Gen or CinC who must move into base-to-base contact with Unit (or Gen can use RALLY card which is automatic "Rally Unit" provided General is <45cm from Unit, but Unit must spend 1 turn routing). Unit in base-to-base makes **MORALE + Gen or CinC Exp added** test - if fails flees forever. But once rallied they Halt and turn facing enemy and in good order for this turn - but if you try any other action in same turn they were rallied Unit must take Form roll with Retreating Mod +3 with any other Modifications.

Morale Modifiers (2D6 <= Unit Morale +/- Mods)							
Each casualty marker	-2	Retreating	-2	Routing	-4	Attacked in rear	-4
Attacked in Flank	-2	Disordered	-1	In soft cover	+1	In hard cover	+3

BREAKING A DIVISION

The General will try to retreat the division when 50% is lost (for Division as a whole). Once reached the Unit that suffered to cause Break Point retires in an orderly fashion towards nearest / safest table edge. Their only objective is escape. Infantry and Cavalry move backwards, facing enemy in Good Order. If need to take Morale while retreating, they immediately ROUTE.

REARGUARD

Can only be Light Infantry, Light Cavalry, or Guard who still fall back but offer resistance threat to enemy (and do not automatically ROUTE on Morale Check). Enemy must attack the Rearguard before any of your other Units.

SUSTAINING RETREAT

Enemy must still be 30 cm to force Division to continue retreat - if not your Rearguard can take offensive, ie Fire at enemy cannot advance towards it.

ACTION All Units can perform 1 action per turn - NO FORM needed. If > 1 action needed for a Unit they need to take a FORM roll on the more difficult action as

Units Form + 1D6 ≤ 6 + Mods rolled before any of the actions done. A fail: Unit becomes DISORGANISED [Note: can only Fire once per turn, Move once per turn].

DISRUPT UNITS

If Unit takes **casualties in 1 volley > Form score** at any point in the battle they must take a Form test (base 6) provided the unit not already Disorganised OR Activated this Turn.

RE-ORGANISE UNIT

> Unit remains stationary for 1 whole turn & takes NO action - regains order next turn.
 > Move them taking a **Form 6 + 2 (Disorganised) + action(s) Mod(s)** if pass the Unit reformed in Good Order. But if fail the Unit remains stationary, still Disordered, and can take NO action.

INTERRUPT ACTION

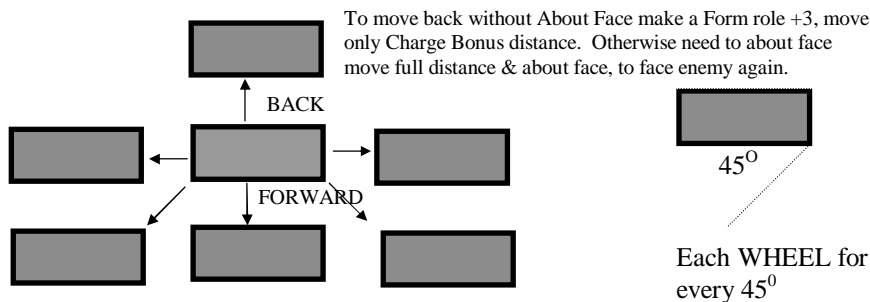
A Unit which has not been Activated in the Turn can be used to Interrupt in Enemy phase who is about to go into Melee base to base contact - done on a **Form base 8 + Mods**. Interrupt Actions are Counter charge (gives simultaneous Melee), Fire (affect at shortest range), manoeuvre (move 1 full distance back facing enemy OR form square). If fails then Unit takes No action and becomes Disordered.

Form Roll Modifiers (6+ Modifier(s), easiest action free)							
Attempted manoeuvre	Diff. Mod	Attempted manoeuvre	Diff. Mod	Attempted manoeuvre	Diff. Mod	Attempted manoeuvre	Diff. Mod
Fire	+2	Move	+2	Wheel (each 45°)	+1	Form square	+2
Limbering/Unlimbering	+1	Breaking from melee	+1	Left or right turn	+1	Move diagonally	+3
Form column	+1	Form Line	+1	Move sideways	+2	About face	+2

Conditional Modifiers							
Disordered	+2	Rough terrain	+2	Retreating	+3	Difficult terrain	+4
Per casualty marker	+1	Passing through friendly Unit	+2				

MOVEMENT

Shown on Unit stats in Column, Line, Charge where value is maximum allowed in cm in 1 Turn. Light Infantry are in open order and move through other troops without Form roll, and no penalties for moving through Rough (Soft cover - Light woods, small walls) or Difficult terrain (hard cover - Heavy woods, High walls). Cavalry move same (Column / Line same value) but like line Infantry are affected by Rough terrain (Unit subtracts its Charge bonus), and Difficult terrain (Unit only moves charge bonus distance). Artillery can only move unlimbered speed through Rough terrain, and cannot move through Difficult terrain.



FIRE Need LOS (may be stopped by Unit or terrain) & in 45° firing arc. Only 1st 2 ranks can fire. Cannot fire over friendly unless you are on higher ground (on a hill) or Howitzers. Cannot fire into enemy if in Melee with friendly troops (exception see Dastardly officer, or Undead) - if can and get Even kills then split 1/2 on both Units, if Odd kills then all enemy. All Line Infantry must fire at same target (only Light Infantry can split fire to different targets), and if different ranges then calculate troopers in least range first.

COVER: If both Units in same then both suffer Mods, to fire with out Mods must be at edge of terrain with enemy in Open. Solid Cover (walls, dense hedgerows) to claim this benefit Unit must be in base-to-base contact with it - until enemy comes into base-to-base contact [the first to arrive at the cover gets it as benefit].

FORM SQUARE: Only troopers in LOS, firing arc can fire & figures inside square cannot shoot.

CAVALRY & OGRES: Each figure needs 2 kills to eliminate it.

REMOVE CASUALTIES: Remove each miniature killed, and at 25% losses get 1 casualty marker, at 50% get 2 casualty markers, at 75% get 3 casualty markers, at 100% remove all figures and mark where Unit died. When a Unit receives a casualty marker roll 1D6 to see if Unit Leader dies as follows; 25% on a 6 he dies, 50% on a 5,6, 75% on a 4,5,6 for standard officer the character and special Officers have their own modifications over this.

Attack Points per figure	Short Range < 15cm	Medium Range 15 - 30 cm	Long Range 30-45cm
All Line Infantry, and Militia	1	1	1
Light Infantry, skirmishers	2	1.5 (round up)	1

Calculate as: **Attack Points versus Hit Points (Unit Fir Mod + 1D6 +/- Mods - Enemy DF)**

Firing Modifiers							
Condition	Mod	Condition	Mod	Condition	Mod	Condition	Mod
You are disordered	-4	Long range (not artillery)	-3	Medium Range	-1	Target column	+1
Target in square	+2	Target is Artillery	-2	Target is light infantry	-3	Target in soft hard cover	-2 -4

ARTILLERY

Light 50 pts + Crew cost	Med 100 pts + Crew cost	Heavy 150 pts +Crew Cost						
Battery +30 pts per extra gun (only 3 guns per Battery)								
A Battery must be of same type of gun & all fire at same target. Can control with just one Unit officer for whole Battery. Take casualty markers on crew as whole of Battery not just as on gun.								
It takes one full turn to Limber or Unlimber a cannon.								
MOVE	Limbered / Unlimbered (smallest value)	No charge Bonus						
Rough Going	move unlimbered speed (even if limbered)							
Difficult Going	cannot move through this terrain							
FIRE	Attack Points each crew							
Short x3	Med x2	Long x1						
V's Hit Score (Unit Fire Mod+1D6+/-Mods+Artillery Class-Enemy DF)								
Artillery Class								
≤6lb Light								
6-12lb Medium								
≥ 12lb Heavy								
<15cm	16-30cm	31-57cm	<20cm	21-45cm	46-90cm	<30cm	31-55cm	56-120cm
+1	0	-1	+2	+1	0	+3	+2	0

HOWITZER

80 pts

Select a target must be enemy (remember 15-30cm a dead band for these).
To HIT 1D6 + Unit Fire Mod > Howitzer Target Score (for > 30 cm)
If target < 15 cm treat Howitzer as Light Artillery.
If MISSED : Shelle deviation = (HIT Score you got - Target) x 1D6 (in cm) then roll 1D8 to determine direction : 1 = shelle away from your gun, 5= shelle towards your gun.
To KILL : Attack Points (each crew = 2 pts , or 3pts if < 15 cm) versus Hit Score (1D6 + 3 - enemy DF score +/- Mods)

Howitzer Target Score range 30-55cm is 6, 55-120cm is 8.

Kill Table – for firing and melee.

		Hit Score									
		-5 < -4	-3 < -3	-1 <> 1	2 > 3	4 > 5	6 > 7	8	9	10	11+
Attack Points	1 - 2	0	0	0	0	0	0	0	1	1	1
	3 - 4	0	0	0	0	0	0	1	1	1	2
	5 - 6	0	0	0	0	0	1	1	1	2	3
	7 - 8	0	0	0	1	1	1	2	2	3	4
	9 - 10	0	0	1	1	2	2	3	3	4	5
	11 - 12	0	1	1	2	2	3	3	4	5	6
	13 - 14	1	1	1	2	3	3	4	5	6	7
	15 - 16	1	1	2	3	3	4	5	6	7	8
	17 - 18	1	1	2	3	4	5	6	7	8	9
	19 - 20	1	2	3	4	5	6	7	8	9	10
	21 - 22	2	2	4	5	6	7	8	9	10	12
	23 - 24	2	3	4	6	7	8	9	10	11	13
	25 - 26	3	3	4	6	8	9	10	11	12	14
	27 - 28	3	4	5	7	9	10	11	12	13	15
29 - 30	3	4	5	7	9	10	11	12	14	16	

MELEE

All troops in Unit are involved in Melee. Normally the Unit with the Initiative does the Melee calculation and the enemy takes casualties before doing its Melee calculation in retaliation (unless enemy Unit carries out successful Interrupt action). If Melee simultaneous (Interrupt Counter charge) then both calculate Melee and remove casualties at the end together - for the 1st round of Melee. The next phase or Turn in Melee with engaged Units are carried as simultaneous. Calculate as **Attack Points (each Infantry gets 1pt, each Cavalry gets 2pts) versus Hit Score (1D6 + Unit Melee Mod +/- Mods - Enemy Melee Mod)**
To disengage from Melee need to make a Form roll.

2 UNITS (OF SAME DIVISION) VERSUS 1 ENEMY

The two Units must make a **Form roll of 8** if pass OK, If fail treat as two separate Melee.

RESTRICTIONS

- > Cavalry cannot engage in melee with Infantry or Artillery if they are in Buildings, behind walls.
- > Cavalry cannot charge enemy in woods unless commanded by an Aggressive officer.

CAVALRY V's INFANTRY IN SQUARE

- > Infantry attacks first and Cavalry only require 1 kill point to be eliminated
- > Each trooper still counts as 1 Attack Point
- > Any cards given to Cavalry are Ignored!!!

INFANTRY V's INFANTRY IN SQUARE

- > The unit in square counts only the troopers in base to base contact with enemy, the Unit not in square counts all troopers as normal.

COVER / TERRAIN

Area Cover - If both in same both get Mods to Melee Hit Score, if only one in terrain then attacker outside terrain suffers Mods.

Linear Cover - Walls, hedges, buildings the first to this cover in base to base contact claims it as defence.

Melee Modifiers (1D6 + Unit Melee Mod +/- Mods - Enemy Melee Mod)							
Cause	Mod	Cause	Mod	Cause	Mod	Cause	Mod
You are disordered	-4	Target in hard cover	-4	Target in soft cover	-2	Column versus line	+1
Attacking rear	+4	Attacking flank	+2				