

Corporal John

Wargames Rules for the Wars of Marlborough

By

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**V1.1
April 2001**

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Introduction

The period 1650 to 1712 saw dramatic changes in the conduct of European warfare with the final demise of the pike and the introduction of first the plug-bayonet and then its far handier successor the socket-bayonet. The heavy cavalry shed most of its armour and began to rely more and more on shock action. The infantry changed over from firing volleys by ranks and adopted the far more flexible platoon firing. Light cavalry began to make its appearance on the battlefield.

It would be a mistake, however, to suppose that innovation had made too much progress. Infantry had not yet learned to march in step and consequently their formations were much looser than they were to become later in the century. This in turn made unit manoeuvring much slower and evolutions were ponderous by later standards. Nor was drill as practised or sophisticated. Column of half-platoons was possible, just, but line of battle, in three or more ranks, was the preferred order.

The cavalry, for their part, had retained a distressing habit of stopping to fire their pistols before charging home; making them easy meat for opponents who had dispensed with the luxury.

Command and control was no less rudimentary. Marlborough's running footmen, who were on hand to carry his commands to all parts of the field, were the wonder of the day. A general staff, trained to act as a team, was still years in the future.

These rules are designed to replicate the warfare of Marlborough and Eugene, of Charles XII and Peter the Great, of the great Condé and Turenne. They might conceivably be extended back to Cromwell and Prince Rupert or forward to Maurice de Saxe. Whichever you choose, I hope you enjoy them.

Ray Lucas

1. Troop Types

The different troop-types that may be fielded for the period 1650-1712 are as follows:

Infantry

Musketeers [M]

Infantry armed with a smoothbore musket and possibly also a short sword. All such infantry units **must** include a pike component. There must be at least one pike element per four musketeer elements.

Pikes [P]

Infantry armed with the fifteen to eighteen foot pike and possibly also a sword. These troops are intended to provide protection against cavalry for musketeers and also act as a spearhead for attacks on infantry. Pikes **must** come to close quarters in order to inflict casualties.

Musketeers with Plug Bayonets [MP]

Infantry armed with a bayonet that plugs into the end of the musket-barrel. The disadvantage of the weapon is that the musket cannot be discharged with the bayonet in place.

Musketeers with Socket Bayonets [MS]

Troops armed with an offset bayonet with a sleeve that slots around the musket barrel, leaving the infantryman free to fire and re-load whilst the bayonet is in place.

Grenadiers

Picked infantry, chosen to lead assaults, who were issued with the “grenado” or explosive grenade and musket and bayonet.

Cavalry

Pistol Cavalry [PC]

Horsemen who pause to discharge their pistols before charging home.

Sword Cavalry [SC]

Horsemen who charge in at the gallop without recourse to firearms. Sword cavalry **must** come to close-quarters in order to inflict casualties.

Dragoons

Originally mounted infantry, the dragoons of the later part of the period have become cavalry in all but name. Only the French still retain the ability to fight on foot to the end of the period.

Artillery

All those troops who man the ordnance. These can include skilled artillerymen, infantry drafted in to perform the heavy labour and civilian drivers responsible for moving the guns on the road and for re-supply of ammunition.

Elements

All models fielded under these rules are organised on “element” bases. The frontages of these depend on the size of the figures used, thus:

Troop Type	Figure Sizes		
	6mm & 10mm	15mm	25mm
Infantry	20mm x 20mm	30mm x 30mm	40mm x 40mm
Cavalry	1mm per front rank trooper	1.5mm per front rank trooper	2mm per front rank trooper
Artillery	10mm per gun	15mm per gun	20mm per gun

There is no figure-scale as such – the gamer is free to use as many or as few figures as he wishes and the base will accommodate. One infantry element

represents 60 men in three ranks for platoon-firing armies, or 80-100 men in four or five ranks in those armies that still employed volley firing. A battalion of 500 men would therefore field eight elements in three ranks and 5 – 6 elements when deployed in four or five ranks. (For further information on which armies used which system, see Appendix 1.)

Cavalry elements are based on squadron bases, which assume that the unit is deployed in three ranks. Divide the nominal strength of the unit by three and multiply by the number of millimetres given in the table above, e.g. 150 men in the original unit, divided by three equals 50; times 1 for 10mm figures, 1.5 for 15mm and 2 for 25mm. Base depths are not critical – whatever comfortably holds the models.

Artillery in this period was not usually grouped into batteries of similar sized guns. Rather, the available ordnance was spread across the frontage of the army in support of whichever formations the commanding general thought fit.

In these rules it is necessary to brigade together heavy, medium and light pieces in order that a coherent system can be used. Frontages for guns are given above.

Ground Scales

6mm & 10mm figures	1mm = 2 m
15mm figures	1mm = 1.5m
25mm figures	1mm = 1m

2. Command and Control

Radius of Command

A Commander-in-Chief has a command radius of 500 mm; a brigade commander has a command radius of 300 mm. These are the distances from the general's figure within which the commander can issue direct orders to the individual units in his command. Any unit outside the radius of command will not respond to an activated order until the following move. Any orders issued by the C-in-C or senior general will over-rule an order issued by a brigadier.

Each general is allocated a number between one and five. This represents the number of times that he can issue new orders to his command. Total up the number of orders that can be issued by the generals present with the force and draw an equivalent number of order tokens. These tokens may be of whatever type is desired.

The token types are as follows:

- | | |
|------------------------|--|
| <i>Attack</i> | move directly towards the enemy or a stated objective. Take the objective. Close to contact with any enemy present. |
| <i>Support</i> | remain within one tactical move of a designated supported unit or formation. Move in to assist the supported unit if it is attacked, or alternatively attack any enemy seeking to interfere with the supported unit. |
| <i>Hold</i> | adopt a defensive position. Take cover if within half a move of any part of the unit. Form square if appropriate. |
| <i>Stand-to</i> | wait in reserve for further orders. Unit may defend itself if attacked. |
| <i>March</i> | move rapidly towards a stated objective in column. Once the objective has been reached the formation may test |

again for either *Attack* or *Hold* orders and may change formation without a further test.

At the commencement of the game a token should be played for each brigade a player wishes to activate. The token must be activated before the brigade can take any action whatever. A brigade that does not have activated orders is assumed to be stood-down and may not even defend itself. Any unit of a brigade contacted by the enemy before the brigade has been activated will break and rout from the table.

Where a general runs out of order tokens and his command has no current orders, the command orders will revert to “stand-to” until a senior general can issue and activate an order.

Token Activation

To activate a brigade command token, consult the table below and throw one decimal die. Equal or beat the score stated in order to activate the brigade’s orders. The order is activated on the same move that the throw is made.

If the player fails to activate a brigade order he may try again on subsequent moves.

Note that there is one activation test that is taken without the need to play a token. This is the “Change Formation” test.

	<u>Quality Factor</u>								
Action Required	9	8	7	6	5	4	3	2	1
Stand-to	2	2	2	3	3	4	4	5	5
Hold	2	3	3	4	4	5	5	6	6
March	3	4	4	5	5	6	6	7	8
Attack	4	5	6	6	7	8	8	9	9
Change Formation	3	3	3	4	4	5	5	6	7

Add or Subtract from the Die Roll:

General within 200 mm* of the unit	+1
C in C within 200 mm of the unit	+2

Infantry ordered to hold cover or high ground	+1
Troops ordered to change formation within 200 mm of the enemy	-2

* Note that all distances in the body of the rules are quoted for 6/10mm figures. When using 15mm figures multiply these distances by 1.5 and when using 25mm figures multiply by 2.

Orders activated by a brigadier may be acted upon in the same move they were activated. Orders issued by the C-in-C or a senior general will not be acted upon until the move following activation if the brigade is within their command radius. If the brigade is outside of command radius there will be **two** move's delay.

2. Movement

		<u>6-10mm</u>	<u>15mm</u>	<u>25mm</u>
<u>Infantry</u>	March*	300 mm	400mm	500mm
	Advance	200 mm	300mm	400mm
	Square	100 mm	150mm	200mm
<u>Cavalry</u>	March*	500 mm	600mm	750mm
	Advance	350 mm	450mm	600mm
<u>Artillery</u>	March**			
	Heavy/Superheavy	100 mm	150mm	200mm
	Medium	150 mm	200mm	250mm
	Light	250 mm	300mm	400mm
<u>Generals & Staff</u>				
		500mm	600mm	750mm

* Only in column. ** Only when limbered

Formations

Infantry formations:

An infantry battalion may adopt one of three formations –

Line of Battle: with its elements arranged side-by-side. The line may bend or be drawn back, but provided the frontage is continuous it may operate in line of battle.

Column: with its elements arranged one behind the other. In this formation the unit can move at march rate. Note that this formation corresponds to column of platoons or half-companies, not column of route.

Square: With its elements arranged so that they all face outwards and there are no open flanks. Note that two or more battalions may form a square jointly, provided that all the units started the move within half a move distance of each other.

Note that any battalion not in line of battle or square when engaged by the enemy is considered to be disorganised.

Cavalry Formations

Cavalry squadrons, being mounted on single bases, cannot physically be formed into a column. It is therefore sufficient to notify an opponent that they are marching. If there is any dispute about the length of the column the rule is that it is as long as the squadron base is wide, i.e. just turn the squadron end-on to its direction of march. Note that cavalry must still dice to change formation or orders at the end of their march.

Artillery Formations

Artillery has only two formations – limbered or deployed. It is assumed that limbered artillery move in column.

Change of Formation

Infantry/Cavalry

Column to line of battle (and vice versa)	1 move.
Column or line to square (infantry only)	$\frac{1}{4}$ move.
Square to line or column (infantry only)	1 move.

Artillery move sequence:

Move – unlimber – fire – limber – move

Light artillery may perform any three of these evolutions in sequence each move.

Medium artillery may only perform two sequential evolutions per move.

Heavy artillery may only perform a single evolution.

Variations in Movement

Dragoons dismount and deploy, or concentrate and re-mount	$\frac{1}{2}$ Move
Infantry columns in woods or broken ground*	$\frac{1}{2}$ Speed
Cavalry columns in woods or broken ground*	$\frac{1}{4}$ Speed

* Artillery may only move on tracks in woods or broken ground. Infantry, cavalry and dismounted dragoons may not move in line. Infantry and dragoons may, however, deploy into line on the spot without penalty.

Crossing streams

Fordable streams are of two types:

Minor streams = up to knee deep, firm bottom.

Major streams = up to waist deep, firm bottom, or shallower with yielding or rocky bottom.

Infantry: Minor streams, $\frac{1}{2}$ speed. Major streams $\frac{1}{4}$ speed.

Cavalry: Minor streams, no effect. Major streams $\frac{1}{2}$ speed.

Light Artillery: Minor streams, $\frac{1}{4}$ speed. Major streams, bridges only.

Other Artillery: Bridges only

Disorganisation

Units fall into disorganisation under the following circumstances:

- When they have **retreated** involuntarily and have not reformed at the halt for one full move. (NB. Units that retire as a result of a brigade morale test, but who have not themselves failed a unit test are not considered to be disorganised)
- When formed infantry or cavalry **move through woods or broken ground** and for $\frac{1}{4}$ move after leaving woods or broken ground. (Note, however, that infantry may form up in woods and fight formed provided they are stationary for the whole move)
- When infantry or cavalry have **pursued** broken enemy, or have **rallied back** from a victorious combat, but have not reformed at the halt for one full move.
- When infantry or cavalry have waded a **minor stream**, and for $\frac{1}{4}$ move afterward. Or, when infantry or cavalry have waded a **major stream** and for $\frac{1}{2}$ move afterward.
- When cavalry have been **ridden through** by enemy cavalry.
- When a unit is contacted by formed enemy during a **formation change**, or whilst in column or any formation other than square or line of battle.
- When **stationary cavalry** are hit by moving cavalry.
- When pikes are **disrupted by musketry**.

Disorganisation lasts the entire move unless otherwise stated.

Disorganisation is cumulative, i.e. count each cause of disorganisation

Disorganisation has adverse effects on a unit's combat effectiveness and on its morale state. (See Combat and Morale).

3. Combat

Artillery Combat

Artillery in this period was not organised into units as it was in later years. Moreover, the personnel that manned the ordnance were composed of specialist expert gunners, infantry drafted in to supply the muscle and civilian drivers, hired for the duration of the campaign, whose job was to move the guns and bring up ammunition.

The weapons of the artillery tended to be whatever was available at the various arsenals, and the notion of brigading together guns of the same calibre into fixed units had not yet occurred to the military mind. However, in order that we can make some sense of the myriad types and sizes they are grouped into **Light (3 or 4 pounders, usually used as battalion guns); Medium (6 to 9 pounders) and Heavy (12 pounders) or Superheavy (18 & 24 pounders).**

In point of fact, all four classifications can be grouped together for firing, provided that all of them are at close range or all are at long range. The artillery mechanisms make larger concentrations of guns more effective.

Artillery Fire

<u>Ranges</u>		<u>Close</u>	<u>Long</u>
	Light	100mm	300mm
	Medium	150mm	400mm
	Heavy	200mm	500mm
	Superheavy	250mm	600mm

Throw a single decimal die. Add or subtract any relevant tactical factors from the score. Cross-index the number of guns in the relevant range table. Read off the result from the table. The result is damage points allocated to the target.

Long Range Chart													
No of Guns													
Dice	3	4	5	6	7	8	9	10	11	12	13	14	15
0	1	1	1	1	1	2	2	2	2	2	3	3	3
9	1	1	1	1	1	1	2	2	2	2	2	3	3
8	0	1	1	1	1	1	1	2	2	2	2	2	2
7	0	1	1	1	1	1	1	1	2	2	2	2	2
6	0	0	1	1	1	1	1	1	1	1	2	2	2
5	0	0	1	1	1	1	1	1	1	1	1	1	2
4	0	0	0	0	1	1	1	1	1	1	1	1	1
3	0	0	0	0	0	0	1	1	1	1	1	1	1
2	0	0	0	0	0	0	0	0	0	0	1	1	1
1	0	0	0	0	0	0	0	0	0	0	0	0	0

Short Range Chart													
Number of Guns													
Dice	3	4	5	6	7	8	9	10	11	12	13	14	15
0	2	2	2	2	2	3	3	3	3	3	4	4	4
9	2	2	2	2	2	2	3	3	3	3	3	4	4
8	1	2	2	2	2	2	2	3	3	3	3	3	3
7	1	1	2	2	2	2	2	2	3	3	3	3	3
6	1	1	2	2	2	2	2	2	2	2	3	3	3
5	1	1	2	2	2	2	2	2	2	2	2	2	3
4	1	1	1	1	2	2	2	2	2	2	2	2	2
3	0	1	1	1	1	1	2	2	2	2	2	2	2
2	0	0	0	1	1	1	1	1	1	1	2	2	2
1	0	0	0	0	0	1	1	1	1	1	1	1	1

Tactical Factors

Add or Subtract from the die roll as relevant:

- Firing upon troops behind barricades at long range* -1
- Firing upon troops behind barricades at short range* -2
- Firing upon troops in field fortifications at long range* -4

Firing upon troops in field fortifications at short range	-6
Firers under fire from musketry at combat range	-2
Firing counter-battery	-3
Firing upon a mounted target	+1
Firing upon a target that moved more than 350mm this move	-2
Disorganised	-3

* See definitions below.

Any result of zero or less counts as no damage points.

Counter-Battery Fire

Where artillery fires upon opposing artillery, each damage point **eliminates one gun** from the opposing battery.

Destruction of Cover by Artillery

For the purposes of these rules **cover** is divided into two categories:

Barricades, which provide temporary or impromptu protection, e.g. brick walls, tree-trunks, built-up areas etc., and

Field Fortifications, which are properly constructed, revetted earthworks capable of actually stopping single cannon balls.

Barricades are relatively easy to breach with artillery. Each **3 damage points** scored produces a 25mm breach in the barricade. If the barricade is manned the firer can elect to allocate the losses to either the barricade or the troops, but not both. The damage points accrued on a barricade are cumulative and carried over from move to move.

Damage on **Field Fortifications** is assessed using the same system, but only heavy and superheavy artillery can cause damage, at the rate of 25mm per **10 damage points**.

Infantry/Cavalry Combat

Combat Ranges

Infantry and dismounted dragoons fight at a combat range of 100mm. Pistol Cavalry may fight at 20mm combat range. Sword Cavalry must close to contact in order to inflict damage, as must pikes.

Infantry v. Infantry

Each element squares off against an opposing element. Where one side's line is longer than the other the overlapping elements may fight against the opposing element at the end of the line, provided that the elements are within range and within a 30° angle base to base. Under no other circumstances may two elements concentrate fire on a single enemy element. Each side throws two D6 and adds the two scores. To this total is added or subtracted any tactical factors from the list below. Any damage points the unit has already suffered are also subtracted. The winner's modified score must exceed the loser's by at least 2 in order to inflict one damage point. Otherwise there is no result. Any element fighting more than one opponent throws once, whereas its opponents throw for each element engaged. The single element may not inflict more than one damage point.

Where **pikemen** move to contact other infantry they must test for disorganisation by musketry. Their opponents throw one percentile die and attempt to equal or beat the pikes' quality factor. If they succeed the pikes fight disorganised.

Cavalry v. Cavalry

Each squadron squares off against an opposing squadron. **Unengaged squadrons** may either form an overlap at each end of the battle line or remain in reserve. Combat is exactly as for infantry v infantry, two D6 being thrown and the combined total added to any tactical factors. Pistol Cavalry may engage at up to 20mm.

Sword Cavalry must close to contact in order to inflict casualties.

Cavalry v. Infantry

Infantry or dismounted dragoons **attacked by cavalry** may allocate as many elements per squadron as are available and will fit along the frontage of the squadron. Overlaps of one element on each flank may join in provided they are within range and angle and not otherwise engaged.

The cavalry throw one pair of D6 per squadron. The infantry throw a pair per element. The cavalry must beat the score of **all** of the opposing infantry directly to their front in order to charge home. Infantry who are **contacted by cavalry** will immediately retreat, suffering the number of damage points indicated by the throw of one D6. Cavalry who fail to charge home will immediately fall back one move, inflicting no damage points but taking one point for each infantry element which beat their score.

Tactical Factors

Add

Unit under the personal command of the brigadier	+1
Attacking downhill	+1
Pikes at close quarters	+2
Cuirassiers v. Dragoons	+1
Dragoons v. Light Cavalry	+1
Cuirassiers v. Light Cavalry	+2

Subtract

Attacking cover, woods or built-up areas	-1
Attacking over broken ground	-1
Attacking field fortifications	-2
For each cause of disorganisation	-1
Cavalry attacking infantry in square	-3
Each damage point sustained in a previous move by the unit	-1
Unit with plug bayonets versus cavalry	-1
Stationary cavalry hit by moving cavalry	-1
Pistol cavalry at close quarters	-1

Results of Combat

Infantry

1) Any foot unit that in a move suffers over half as many damage points as it has elements, and more than the immediate opposing unit, must **give ground** (i.e. move directly backwards) 50mm. It may then continue the combat. Alternatively, if it is out of the combat zone fresh friends may move through it in order to engage the enemy. Infantry whose immediate opponents give ground may follow up if they so wish.

Where infantry defending barricades get a **give ground** result they will not retire, but their immediate opponents may move to contact if they so wish and the barricade will no longer count as cover.

2) In infantry v infantry or dismounted dragoon combat any unit that suffers more damage points than it has elements will immediately check morale. Otherwise the combat will continue into the next move. Units that pass their morale check may fight on.

3) A unit that **fails its morale check** will, on the following move, **retreat** a full move. If it is then out of the combat zone of the enemy it will then spend a further move reforming. Once it is reformed it may check to see if it will resume following orders (see activation).

4) Any unit, whose retreat move does not take it out of the combat zone and at least one move away from the nearest enemy, must continue retreating on subsequent moves until it is out of contact.

Cavalry

1) Cavalry who beat their immediate mounted opponents **by 4 or less may burst through** them, suffering one damage point. Cavalry who burst through opposing cavalry may carry on and attack any further enemy to their front. Alternatively, on the next move they may rally back and spend a further move reforming. Cavalry who are burst through must remain stationary, disorganised for the following move and suffer two damage points automatically. Any cavalry **burst through twice** in successive moves

will **rout automatically**. Any squadron beaten by **5 or more will rout automatically**.

Where two opposed cavalry squadrons end on the same final score the larger will burst through. Otherwise, both units will rally back.

2) A cavalry unit that fails to **beat all the infantry elements** opposed to it will **recoil** directly back the way it came, suffering one damage point from each infantry element it failed to beat. It will carry back with it any friendly units, foot, horse or gun crews, within 100mm directly to its rear.

3) Infantry who fail to drive back attacking cavalry will be contacted by the cavalry. **Infantry contacted at any point by cavalry will immediately break and retreat** a full move back, suffering the score of one D6 damage points. If the infantry fails to disengage then they will continue to retreat on the following move.

4) Cavalry whose immediate opponents retreat will test for **pursuit**. Throw one decimal die. Equal or beat the following scores to control the unit and prevent it from pursuing.

<u>Unit Grade</u>	<u>Score Required</u>
9 & 8	6
7 & 6	5
5 & 4	4
3,2 & 1	3

Definitions

Retreat

On the move following the result, fall back a full march move. If still within 300mm of any enemy, continue to fall back until disengaged. If the unit leaves the playing area it may return on a subsequent move. If more than 300mm from the nearest enemy spend a second move reforming. Check morale to resume complying with orders. If the unit is attacked whilst reforming it will rout.

Rout

Flee from the table. Return after one move.

Risk to Generals

Any general within 100mm of a unit in combat is at risk. The opposing player will throw one decimal die. A throw of “0” (“10”) signifies that the general has been disabled.

When a general is disabled the following occurs:

- Each unit in his command immediately checks morale.
- The command’s orders immediately revert to “stand-to”. The command will then need to re-activate its current order (although it is not necessary to play another token).
- The number of orders remaining to the general is halved, rounding down.

4. **Morale**

Unit morale (i.e. of battalions, squadrons etc) should be checked:

- 1) When a unit has **lost more damage points** than its available elements (as soon as this occurs).
- 2) When an infantry unit is **attacked by cavalry**.
- 3) When a general is disabled within 300mm of any part of the unit.
- 4) When a unit defending cover or a built-up area is about to be **contacted by attacking troops**.

Throw 2 percentile dice, add or subtract from the list below, and the final result must equal or beat the score given in the table.

Losses	<u>Quality Factor</u>								
	9	8	7	6	5	4	3	2	1
1	7	8	10	11	13	17	22	33	67
2	15	17	19	22	27	33	44	67	95
3	22	25	29	33	40	50	67	95	-
4	30	33	38	44	53	67	89	-	-
5	37	42	48	56	67	95	95	-	-
6	44	50	57	67	80	-	-	-	-
7	52	58	67	78	93	-	-	-	-
8	59	67	76	89	-	-	-	-	-
9	67	75	86	95	-	-	-	-	-
10	74	83	95	-	-	-	-	-	-
11	81	92	-	-	-	-	-	-	-
12	95	-	-	-	-	-	-	-	-

Add or Subtract from the score thrown:

Brigadier with the unit

+10

Commanding general with the unit	+20
Brigadier disabled within 200mm of the unit	-20
Commanding general disabled within 200mm of the unit	-30
Foot troops* defending barricades or a built-up area	+10
Infantry in square facing unsupported cavalry	+10
Guards, Grenadiers or other elite formations	+10
Raw or disaffected troops	-10
For each cause of disorganisation	-10
Attacked from flank or rear	-30
(A square has no flanks)	

*Foot troops include dismounted dragoons.

A unit that **fails** a morale test will on the next move retreat one full move and then spend another move reforming. In order for the unit to resume carrying out brigade orders it must re-activate (see Activation of Orders).

Brigade Tests

Any brigade in which one unit has failed a morale check or had one or more units retreat or rout will immediately carry out a brigade check. Throw two percentile dice and add or subtract from the list below. Equal or beat the score found from the table.

Bns/Sq	<u>Original No of Bns/Sq</u>									
	<u>Lost</u>	2	3	4	5	6	7	8	9	10
1	50	33	25	20	17	14	13	11	10	
2	-	67	50	40	33	29	25	22	20	
3	-	-	75	60	50	43	38	33	30	
4	-	-	-	80	67	57	50	44	40	
5	-	-	-	-	83	71	63	56	50	
6	-	-	-	-	-	86	75	67	60	
7	-	-	-	-	-	-	88	78	70	
8	-	-	-	-	-	-	-	89	80	
9	-	-	-	-	-	-	-	-	90	

Add or subtract from score thrown:

Categories 8 & 9	+15
“ 6 & 7	+10
“ 1, 2 & 3	-10
Brigade commander disabled	-20
Other friendly troops retreating within 500mm	-10

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