

MAXIMILLIAN FAST PLAY SHEET - V2.0 (6/10/15 mm figures).

		FACTORS			RESULTS	
Troop Type	Move	Range	Foot	Mounted	If total is less than enemy, but more than half	If total is half or less than half.

MOUNTED All distances in Centimeters.						
Gendarmes	18	-	4	4	Destroyed by Light Cavalry, War Wagons, Missile Foot or Artillery contacted this round, or if in bad going. Otherwise recoil.	Destroyed
Cavalry	18	-	3	3	Destroyed in bad going. Otherwise recoil	Destroyed
Light Cavalry	24	8	2	2	Destroyed if in bad going. Flee 32cm from Gendarmes, Cavalry or any infantry. Otherwise recoil	Destroyed by shooting, any mounted in contact, or in bad going. Otherwise flee 32cm
War Wagon	8		3	4	Destroyed by Gendarmes in contact, otherwise no effect.	Destroyed

FOOT All distances in Centimeters.						
Pikes	12	-	3	4	Destroyed by Gendarmes contacted this round or Forlorn Hope in contact, or in bad going. Otherwise recoil	Destroyed
Spears	12	-	3	3	Destroyed by Gendarmes contacted this round or Forlorn Hope in contact, or in bad going. Otherwise recoil	Destroyed
Halberds	12	-	5	3	Destroyed by Gendarmes contacted this round, otherwise recoil.	Destroyed
Swordsmen	12	-	5	2	Destroyed by any mounted or Forlorn Hope in contact, otherwise recoil	Destroyed
Missile Foot	12	12	3	2	Destroyed by any mounted in contact, otherwise recoil	Flee 16cm Pikes or Spears if fighting them without support, otherwise Destroyed
Light Foot	16	8	2	2	Destroyed by any mounted in contact. Otherwise recoil	Destroyed by any mounted in contact otherwise flee 18cm
Forlorn Hope	12	8	4	3	Destroyed by Gendarmes or Cavalry in contact, otherwise recoil.	Destroyed
Camp Followers	8	-	1	1	Destroyed	Destroyed.

ARTILLERY All distances in Centimeters.						
Heavy guns	1	75	3	3	Destroyed by any in contact, otherwise crew recoil	Destroyed
Medium guns	2	60	3	3	Destroyed by any in contact, otherwise crew recoil	Destroyed
Light guns	4	40	3	3	Destroyed by any in contact, otherwise crew recoil	Destroyed
Organ guns	8	16	4	4	Destroyed by any in contact, otherwise crew recoil	Destroyed

NB: MISSILE FOOT & LIGHT FOOT MAY NOT INITIATE MELEE, UNLESS SPECIFICALLY ALLOWED IN THE ARMY LISTS. LIGHT CAVALRY MAY ONLY INITIATE MELEE AGAINST LIGHT CAVALRY, LIGHT FOOT, ARTILLERY, BAGGAGE, CAMPS, FLANKS, REAR, RETREATING OR ROUTING TROOPS.

TROOPS PROVIDING REAR SUPPORT WILL FOLLOW UP TO CONTINUE TO PROVIDE THE SUPPORT.

TACTICAL FACTORS

+3 Pikes supporting Pike*

+2 Pikes supporting Missile Foot

+1 Second Rank of Gendarmes or Cavalry Supporting Cavalry*

+1 Third and fourth rank of Pikes supporting 2 ranks of Pikes

+1 Each Round of Following up a melee.

+1 Swordsmen, Halberds or Spears Supporting Swordsmen, Halberds or Spears *

+1 Initiated Melee (first combat round only)

+1 Missile Foot or Artillery in 1st Round of Close Combat (represents cumulative fire as enemy approaches)

+1 Artillery (Not Organ guns) shooting at an target with 2 or more elements within base width of its rear (casualty inflicted on dominant troop type)

-1 Shooting into or as part of a melee overlap

-1 Elements in Combat unable to align perfectly

-1 Each enemy to flank or rear

-1 Artillery except Organ Guns firing down hill.

-1 Artillery firing at more than 40cm

-2 Army/Command is Routing.

-3 Mounted fighting in Bad Going

*Additional factors for Supporting Elements cannot be counted when coming under missile or artillery fire.

+2 Gendarmes supporting Gendarmes*

+1 Second Rank of Cavalry Supporting Gendarmes*

+1 Infantry with uphill advantage in a melee

+1 Gunpowder armed Troops shooting under 4cm

+1 Spears supporting Missile Foot

+1 Veteran or Elite troops

-1 Army/Command is Retreating

-1 Each element supporting enemy shooters.

-1 Missile or Light Foot in combat after 1st Round.

-1 Forlorn Hope shooting

-1 Raw or Poor Troops

-2 Infantry except Light Foot fighting in Bad Going

NO TROOPS EXCEPT GENDARMES MAY HAVE A FACTOR GREATER THAN 3 vs. SHOOTING TROOPS.

IF COMBAT RESULT IS DRAWN AND TOTAL IS 10 OR MORE BOTH SIDES LOOSE FRONT COMBAT ELEMENT, ANY SURVIVING SUPPORTING ELEMENTS FALL BACK HALF A BASE WIDTH.

IF COMBAT IS DRAWN AND RESULT IS LESS THAN 10, OR IF THREE ROUNDS OF COMBAT HAVE BEEN FOUGHT WITHOUT A RESULT BOTH SIDES FALL BACK HALF A BASE WIDTH.

MAXIMILLIAN FAST PLAY SHEET – V2.0 (25/28 mm figures).

			FACTORS		RESULTS	
Troop Type	Move	Range	Foot	Mounted	If total is less than enemy, but more than half	If total is half or less than half.

MOUNTED All distances in Centimeters.						
Gendarmes	27	-	4	4	Destroyed by Light Cavalry, War Wagons, Missile Foot or Artillery contacted this round, or if in bad going. Otherwise recoil.	Destroyed
Cavalry	27	-	3	3	Destroyed in bad going. Otherwise recoil	Destroyed
Light Cavalry	36	12	2	2	Destroyed if in bad going. Flee 48cm from Gendarmes, Cavalry or any infantry. Otherwise recoil	Destroyed by shooting, any mounted in contact, or in bad going. Otherwise flee 48
War Wagon	18		3	4	Destroyed by Gendarmes in contact, otherwise no effect.	Destroyed

FOOT All distances in Centimeters.						
Pikes	18	-	3	4	Destroyed by Gendarmes contacted this round or Forlorn Hope in contact, or in bad going. Otherwise recoil	Destroyed
Spears	18	-	3	3	Destroyed by Gendarmes contacted this round or Forlorn Hope in contact, or in bad going. Otherwise recoil	Destroyed
Halberds	18	-	5	3	Destroyed by Gendarmes contacted this round, otherwise recoil.	Destroyed
Swordsmen	18	-	5	2	Destroyed by any mounted or Forlorn Hope in contact, otherwise recoil	Destroyed
Missile Foot	18	18	3	2	Destroyed by any mounted in contact, otherwise recoil	Flee 24 from Pikes or Spears if fighting them without support, otherwise Destroyed
Light Foot	24	12	2	2	Destroyed by any mounted in contact. Otherwise recoil	Destroyed by any mounted in contact otherwise flee 27cm
Forlorn Hope	18	12	4	3	Destroyed by Gendarmes or Cavalry in contact, otherwise recoil.	Destroyed
Camp Followers	12	-	1	1	Destroyed	Destroyed.

ARTILLERY All distances in Centimeters.						
Heavy guns	1½	110	3	3	Destroyed by any in contact, otherwise crew recoil	Destroyed
Medium guns	3	90	3	3	Destroyed by any in contact, otherwise crew recoil	Destroyed
Light guns	6	75	3	3	Destroyed by any in contact, otherwise crew recoil	Destroyed
Organ guns	12	24	4	4	Destroyed by any in contact, otherwise crew recoil	Destroyed

NB: MISSILE FOOT & LIGHT FOOT MAY NOT INITIATE MELEE, UNLESS SPECIFICALLY ALLOWED IN THE ARMY LISTS. LIGHT CAVALRY MAY ONLY INITIATE MELEE AGAINST LIGHT CAVALRY, LIGHT FOOT, ARTILLERY, BAGGAGE, CAMPS, FLANKS, REAR, RETREATING OR ROUTING TROOPS.

TROOPS PROVIDING REAR SUPPORT WILL FOLLOW UP TO CONTINUE TO PROVIDE THE SUPPORT.

TACTICAL FACTORS

+3 Pikes supporting Pike*

+2 Pikes supporting Missile Foot

+1 Second Rank of Gendarmes or Cavalry Supporting Cavalry*

+1 Third and fourth rank of Pikes supporting 2 ranks of Pikes

+1 Each Round of Following up a melee.

+1 Swordsmen, Halberds or Spears Supporting Swordsmen, Halberds or Spears *

+1 Initiated Melee (first combat round only)

+1 Missile Foot or Artillery in 1st Round of Close Combat (represents cumulative fire as enemy approaches)

+1 Artillery (Not Organ guns) shooting at an target with 2 or more elements within base width of its rear (casualty inflicted on main troop type)

-1 Shooting into or as part of a melee overlap

-1 Elements in Combat unable to align perfectly

-1 Each enemy to flank or rear

-1 Artillery except Organ Guns firing down hill.

-1 Artillery firing at more than 60cm

-2 Army/Command is Routing.

-3 Mounted fighting in Bad Going

+2 Gendarmes supporting Gendarmes*

+1 Second Rank of Cavalry Supporting Gendarmes*

+1 Infantry with uphill advantage in a melee

+1 Gunpowder armed Troops shooting under 4cm

+1 Spears supporting Missile Foot

+1 Veteran or Elite troops

-1 Army/Command is Retreating

-1 Each element supporting enemy shooters.

-1 Missile or Light Foot in combat after 1st Round.

-1 Forlorn Hope shooting

-1 Raw or Poor Troops

-2 Infantry except Light Foot fighting in Bad Going

*Additional factors for Supporting Elements cannot be counted when coming under missile or artillery fire.

NO TROOPS EXCEPT GENDARMES may have a factor greater than 3 vs. Shooting Troops.

IF COMBAT RESULT IS DRAWN AND TOTAL IS 10 OR MORE BOTH SIDES LOOSE FRONT COMBAT ELEMENT, ANY SURVIVING SUPPORTING ELEMENTS FALL BACK HALF A BASE WIDTH.

IF COMBAT IS DRAWN AND RESULT IS LESS THAN 10, OR IF THREE ROUNDS OF COMBAT HAVE BEEN FOUGHT WITHOUT A RESULT BOTH SIDES FALL BACK HALF A BASE WIDTH.