

Twilight of the Soldier Kings: QRS

GAME TURN SEQUENCE: Alternate turns			
	Player	Phase	Notes
1a	A	Generals	Active player moves his generals
1b	A	Units	Active player moves units, individually or in groups. Check if Action test
2	A	Artillery	Active player assigns Bombardment or Firing Targets
3a	P/A	Unit Morale	Passive units take a Morale Test if eligible. Active player Pursuit
3b/c	P	Wing/Army Morale	Passive player take Wing then Army morale tests if eligible.

MOVEMENT			
Type	Formation	Open	Rough
Infantry	Line	2BW	1BW
	Column/LI	4BW	1BW
	Strategic/Road	6/8 BW	2BW
Cavalry	Line	4BW	NA
	Column/LC	6BW	2BW
	Strategic/Road	8/10BW	6BW
Artillery	Breakoff	10BW	5BW
	Prolong	1BW	1BW
	Limbered	2BW	1BW
	Strategic/Road	6BW	2BW
	General	10BW	6BW

Artillery can rotate on the spot up to 45 degrees but – if it does – it cannot fire in the following enemy phase.

NOTE: Zone of Control: Extends 1 BW forward of the front edge of each base, from one side to the other.

Any unit within an enemy unit's ZOC may only move directly fwd. or bck.

ACTION TEST: ROLL 1d6 +/- MODIFIERS		
Test is	Fail	Succeed
Easy	1	2+
Standard	1-2	3+
Difficult	1-3	4+
Extreme	1-4	5+
-1 Each add. gun, -1 failed morale test last turn, -1 Obsolete Gun Limbering, +1 If AT or BT moving into contact with Infantry or Art		

Individual or Group moves that do not require an Action Test, unless as a 2nd or subsequent move:

- A move straight ahead
- Unit in line moving into contact against a Flank or Rear (except Light Troops, who must take a test)
- Light Troops moving and including a wheel (up to 45 degrees in Line)
- Light Troops doing an about face (180 degrees)

Individual Unit moves that require an Action Test:

- Moving into contact against front edge (Difficult vs. artillery/inf.)
- Light Troops moving into contact against a Flank or Rear
- Pull back for Light Troops charged
- Move straight backwards up to 1/2 move retain facing (IM Easy)
- If a unit is giving rear support to a unit but not directly aligned or it is giving rear support to a directly adjacent unit and wants to replace a forward unit (IM Easy)
- If in combat to pass through units behind (up to 1/2) move distance
- Echelon up to 45 degrees and move full distance (IM only)
- Change Formation and then move up to half the new movement distance. A unit will change from Line to Column or vice versa facing in the same direction (IM only)
- To fire artillery after pivoting

Individual or Group Moves that do require an Action Test:

- Change Formation and then move up to half the new movement distance. A unit will change from Line to Column or vice versa by turning 90 degrees (IM Easy)
- Face to Flank (Turn 90 degrees) in the same formation (IM Easy)
- Move including a wheel (up to 45 degrees in Line) unless Light Horse (IM Easy)
- About Face (180 degrees) unless Light Horse (see above) (IM Easy)
- Limber/Unlimber Artillery (limbering Difficult if IG, Extreme for FG/OG with -1 for OG)
- Make a bonus (extra) move straight ahead (IM Easy) Under artillery or Light Infantry fire

Note: Units in a position to provide rear support to the one in front may all perform a Group Move if all same type.

MORALE: Reasons to Test Morale: Only one test can be imposed by a unit per turn:

1. **Under fire (Range 1 BW for foot, 2 BW for LI, 6BW for artillery** – arc Straight Ahead, except LI)
2. In physical contact with enemy's front edge only
3. Infantry within 1 BW of enemy cavalry tests for morale (unless infantry unit is secure*)
4. Under bombardment, up to 6 BW, by 2 or more artillery (counts as one reason to test/ 2 field gun)

Morale test Procedure

Roll 2 D6 with modifiers. Modified score of **8 or more** pass, **4 to 7** lose a fail, **3 or less** routs unit.

Unit Quality, Size and Circumstances		Cavalry only	
+1	<ul style="list-style-type: none">- Elite Unit- In melee uphill or in cover- Fired on by ART over 6BW- Fired by inferior FP or LI- Fired on by Tiny or Small Art- If stubborn and has not moved- If fired on while in cover	-1	<ul style="list-style-type: none">- Cavalry under fire (except LH) or in melee in bad going- Cavalry that pursued in contact with a fresh enemy unit
-1	<ul style="list-style-type: none">- Raw Unit and/or Militia- Small Unit- Fired on by ART w/1BW- In column or limbered		
Rear support, Flank and Rear attack		Infantry only	
+1	Rear sup. w/1BW Inf., 2BW Cav	+1	<ul style="list-style-type: none">- Infantry in Fortification- If fired at in column- Infantry, unless secure,* in phase 3a after being charged by cavalry
-1	<ul style="list-style-type: none">- Ea. reason to test above one, including flank and fire support and additional enemy rear support after the first- At least one enemy unit behind flank within 4BW	-2	<ul style="list-style-type: none">- LI in contact with non LI in open
-2	<ul style="list-style-type: none">• At least one enemy unit behind rear within 4BW- Enemy in contact with flank OR rear	Artillery only +1 Art in fortification -1 Art in contact with Inf other than LI -2 Art in contact with Cav	
* “Secure Infantry” = Infantry that has a friendly unit or terrain within 1 BW of both flanks			

Infantry Break Off: If infantry is contacted by other infantry it can withdraw 1 BW after a successful morale test. If the unit is occupying cover it can force the opposing unit to pull back this distance. AT/BT units can also force opponents back.

Artillery Break Off: If artillery is contacted it can choose to shelter with a friendly unit. The gun remains in place but the crew join a friendly unit within 2 BW and shelter within it, this is a free action which is instant. The exact unit must be indicated and if that unit is lost then the gun is lost too. The crew may return to the guns on any subsequent turn but this is an action.

Cavalry Break Off: If Cavalry in contact fails a Morale test it must retire 6BW, to the rear facing away from the enemy. If they have rear supports they fall back through these and stop at supporting distance facing the enemy. They cannot move again in their following turn. If in contact with infantry or artillery and it passes a Morale test it can choose to retire 2 BW and about face.

Pursuit: Pursue on 6+. Roll D6 with modifiers; +1 Raw, +1 British, -1 General within 1BW, -1 Wavering. If pursue the distance is 1D6 with modifiers; +2 British, -1 Trained, -2 Elite.

Light Troops Pull Back: If in contact Light Troops can attempt pull back to a position 1 BW from the final position of the enemy unit and facing the unit. Light Infantry in the open contacted by cavalry cannot do this. This is an action if the unit is contacted.

Generals & Morale: Generals attached to a unit or within 2BW may re-roll one morale test per turn. Generals attached to a unit are killed if an unmodified 4 is rolled on the morale test of that unit.

Generals & Bonus Moves/Action Tests: 1 bonus move/action test permitted per level of the General if unit within 6 BW of a General. Bonus moves can be either a second or third attempt to execute failed action tests or an entirely new action. They may also be an additional straight forward move. However, units that do this cannot inflict a morale test on their opponent's next turn or give a morale modifier.

Army & Wing Morale: When an army or wing has lost half of its units it rolls for army or wing morale & needs a 5 or 6 to succeed. The army or wing commanders rating is a positive dice modifier. It rolls each turn afterwards.