

Age of Tigers; India 1750-1860^{v3.3}

Play sequence

Initiative Phase

Players roll off to decide who goes first

1st Players Turn

Manoeuvre (1st) Phase

- Replace, detach and attach leaders.
- Reserve movement (>18" from enemy)
- Declare any charges
- Tactical movement
- Move detached leaders.

Musketry & Cannonade (2nd) Phase

- Opponent resolves all defensive fire combat.
- Resolve all offensive fire combat.

Charge (3rd) Phase

- Players jointly resolve all charge combat.
- Move breakthrough charge units.

2nd Player Turn

March Table

	Results	Regulars in Good Order	Disordered and irregular troops	Reserve movement
Die Result	10 or more	Elan ; Unit moves normally	Elan ; Unit rallies and moves normally	Success ; Move normally; irregulars rally
	7, 8, 9	Good Order ; Unit Moves normally	Rally ; Unit rallies and moves half. Cannot change formation	Success ; Move normally; irregulars rally
	5, 6	Cautious ; Unit moves half but cannot change formation	Shaken ; Unit rallies but cannot move or change formation	Hold No movement; Irregulars rally
	3, 4	Hold ; Unit cannot move or change order	Wavering ; Unit remains disordered and cannot move or change formation	Failure No move
	1,2	Retire ; Unit retreats beyond enemy infantry musketry range	Broken ; Unit retreats a full move and loses one stand	Failure No move
	0 or less	Fall Back Unit retreats full move disordered	Rout ; Unit is removed from play	Failure No move

March Table

Tactical Move modifiers

- +1/+2 Each detached leader within command radius/Charismatic
- +2/+3 attached Leader/Charismatic
- +1 in column or mass
- +2 march column on road only
- +1 British
- +2 Fresh
- 2 Spent
- 1 Unsecure flanks
- 2 Unit disengaging (moving into reserve zone)
- 3 Disordered cavalry charging
- 1 Rabble
- +1 Fanatics charging
- 1 Each army cohesion level

Reserve Move modifiers

- + X ability of C-in-C
- +1 if using ADC
- +4 is used reserve last turn or 1st turn
- 1 disordered
- 1 Irregular

Risk to leaders (natural 10)

- 6 or more leader survives
- 5 or less leader disabled and returns after full move
- Die roll modifier
- 2 Charismatic

Movement Rates Chart				
Unit	Basic	Rough	Road	Ford-
Irregular infantry	9"	4 1/2"	12"	-2"
Native drilled sepoy	6"	3"	12"	-2"
British and well drilled sepoy	9"	4 1/2"	12"	-2"
Skirmishing infantry	9"	6"	12"	-2"
Cavalry	12"	4"	15"	-3"
Irregular skirmishing cavalry	15"	5"	15"	-3"
Irregular artillery	4"	2"	6"	-3"
Regular foot artillery	6"	3"	9"	-3"
Regular Horse artillery	9"	3"	12"	-3"
Leaders and Staff	12"	4"	15"	-3"

-3" for passage of lines

-Full move to change into Line of Supported Line

-Half Mover for into or out of Columns or Square

-Half move to leave BUA

Skirmishing Inf and cav can evade full move away from one charge per turn

Range (Heavy/Light Artillery)

	Up to <2"	Up to 4"	Up to 8"	Up to 12"	Up to 18"	Up to 36"
Siege Artillery	10	8	7	6	5	2
British & EIC Art	12/10	9/6	7/5	5/4	4/3	
Other Artillery	11/9	8/5	6/4	4/3	3/2	
Brit. Rifled Musket	3	2				
Brit Trained SB	4	1 Sk				
Other Trained SB	3	1 Sk				
Irregular Infantry	2	1 Sk				
Cavalry, quoits, etc.	1	Sk—skirmishers only				

Volley and Carronade Table

Effects	Desultory Fire; No effect	Lively Fire; Troops disorder- ed or battery si- lenced	Telling Fire; Troops disordered and lose stand; or battery dam- aged	Deadly Fire; Troops disorder- ed and lose two stands. 1 battery wrecked	Withering Fire; Troops disordered and lose three stands or battery wrecked
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Fire Points	Die Result				
	=< 0				
1	10	11+			
2	9	10+			
3	9	10+			
4	8	9+			
5	7	8, 9, 10	11+		
6, 7	7	8, 9	10+		
8, 9	6	7, 8, 9	10+		
10, 11	5	6, 7, 8	9+		
12 - 14	4	5, 6, 7	8, 9, 10	11+	
15 - 19	3	4, 5, 6	7, 8, 9	10+	
20 - 24	2	3, 4, 5	6, 7	8+	
25 - 29	1	2, 3, 4	5, 6	7, 8, 9	10+
30 - 34	0	1, 2, 3	4, 5, 6	7, 8	9+
35 - 39	-1	0, 1, 2	3, 4, 5	6, 7	8+
40 - 44	-1	0, 1	2, 3, 4	5, 6	7+
45 - 49	-1	0, 1	2, 3	4, 5	6+
50 +	-2	-1	0, 1, 2	3, 4	5+

FIRE POINT MODIFIERS

X2 Target enfiladed, Artillery at Mass etc.

X 1/2 Firer disordered, damaged

X 1 1/2 Firer fixed position

DIE ROLL MODIFIERS

+2/+1 Excellent/Good shots

+1 if Target Limbered, elephant, Changed formation or movement mode

-2 Target skirmishers (open order inf or cavalry)

-1 Target extended line for artillery over 4"

-X level of cover

H2H Die Roll Modifiers

+1 Leader attached

+2 Charismatic leader attached

Outnumbering

-1 3:2 -2 2:1

-3 3:1 -4 4:1

+1 Cav charging inf in open not in square

+2/1 lancers v Inf/Cav

+1 Heavy Cav

+2 Armoured heavy cavalry or elephant

+2 British

+1 Other European or well drilled

+1 Breakthrough or Supported formation

-2 Disordered, Non counter-charging Cav, silenced artillery and unattached artillery

-1 each stand lost in current fire phase

+1 to +3 level of cover

-3 outflanked or attacked in rear

+3 in square v cavalry

-1 open order infantry or cavalry

+1 fanatic

+2 Fresh, -2 Spent

+1 Regular, +2 Elite, -1 Rabble

	Result	Outcome effects
Die Result Difference	7 or More Shattered	Defender; retreat a full move disordered/silenced. Lose 2 troops stands, and one leader and battery captured. Lose additional stand for each result greater than 10
		Attacker; Breakthrough charge half move towards nearest enemy
	4,5,6 Driven Back	Defender; retreat a disordered/silenced beyond musketry or half move, whichever is greater. Lose 1 troops stands, and battery damaged..
		Attacker; Occupy position or Breakthrough charge half move towards nearest enemy. Fanatics must breakthrough
	1,2,3 Withdrawal	Defender; retreat unit disordered/silenced 2" beyond musketry. Battery silenced and retreat beyond musketry or half move whichever is greater
		Attacker; Occupy position
	Draw	Both sides are silenced/Disordered. Lose one stand . Recalculate odds and fight again. Always refight draws to a final result
	-1,-2,-3 Withdrawal	Attacker; retreat unit disordered 2" beyond musketry.
		Defender; Hold position; Regular infantry may form square
	-4,-5,-6 Driven back	Attacker; retreat unit disordered 2" beyond musketry or half move. Lose 1 stand.
		Defender; Hold position; Regular infantry may form square
	-7 or less Shattered	Attacker; retreat unit full move ,lose 2 stands and leader if attached. Lose extra stand for difference over -10
		Defender; Hold position; Regular infantry may form square

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