

One-Page (Well almost) ECW Rules

Unit basing: all units have 18cms frontage, Depth as required, but P&S units usually 6cms deep.

General base depths:

- Infantry 6cms
- Cavalry 8cms
- Artillery up to 10cms

Command die.

C-in-C 4-6 dice depending on Quality of Commander

Commander Qualities: Extraordinary +1 die;

Competent;

Paar -1 die


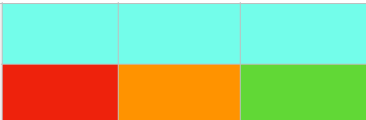
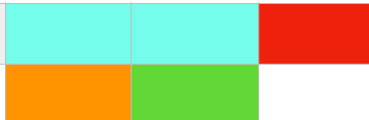
A single die can be used to activate ALL units under a Commander's control IF the same command is given to ALL units. If different Actions are being made, only those respective units can Act.

Example: A Command of 4 P&S units can ALL Move, or Fire under ONE Command die, BUT if some units were to Move while the others Fired, only Tone of other command could be made with the same die. After being drawn from a container, (Bolt Action) Dice are placed on the Command Table after assigning the order.

Order dice bag has in addition to the dice for the respective sides, THREE alternative colored dice which represents the turn time expiring. When the THIRD die is pulled, the turn is over. In addition TWO additional colored dice represent Artillery fire. ALL artillery units can fire (from both sides) when these dice are drawn.

Usually a scenario would comprise 6 full turns, with an additional turn possible on a 4+ score on 2d6. Scenario specifics can change the trans available, but a minimum of 6 turns is anticipated.

COMMAND TABLE FOR ECW

Left Wing Commander	Centre Commander-in-Chief	Right Wing Commander
Number of Command dice based on Quality of Commander: Poor = Red; Competent = Orange; Extraordinary = Green		
		
RUN = Charge (Must start within Charge range and finish in base contact with enemy)		
ADVANCE = Up to Maximum Move (Terrain features +/- apply)		
DOWN = Halt & Reload (adds 2d6 to next Fire command)		
AMBUSH = Ambush (Can interrupt opponent's turn when they enter Fire range)		
RALLY = Restore 1 Cohesion point (2d6: 7+ to restore 1 point). Failure reduces maximum Cohesion to current level)		
FIRE = Fire (engage at appropriate range)		
A single Command die can be used to issue an Action to ALL units under the relevant command SO LONG AS the command is the same for all troops. e.g. a general Advance order, or Fire order etc.		
IF Different Command given, only that unit(s) activates on that command die		

Movement Rates

Unit	Standard	Charge	Linier Terrain	Area Terrain
Pike & Shot formed units	5"	0	-1"	-2"
Irregular foot (Highlanders, Commanded shot)	6"	+2"	-1"	-2"
Heavy Cavalry (Gallopers)	8"	12"	-1"	-3"
Cavalry (Trotters)	9"	12"	-1"	-3"
Dragoons	8"	NA	-1"	-3"
Lancers	10"	12"	-1"	-2"
Artillery	3"	NA	-2"	NA

Damage rules

Damage on a unit, whether by fire power or melee is based on 1 point of Cohesion lost for every 3 successful "Hits" on a unit. Hits are determined by rolls of 6s on Xd6. Units roll 6d6 combat dice. 6s "explode", that is any natural 6 rolls an additional die. This continues until no 6 is thrown.

When the Unit Cohesion value drops to a colored space, the unit loses a damage die, i.e. dropping 6d6 to 5d6 etc. One Cohesion point can be restored by a "Rally" command. A roll of 7+ on 2d6 restores one cohesion point. However a FAILED Rally command reduced the maximum Cohesion point to the Current level.

Example of Unit Cohesion table. Note that a scenario (or progress in a Campaign) can adjust the

ECW Unit		Basic starting unit "value" - can change with scenario											
Elite Cavalry	Specific to scenario	1	2	3	4	5	6	7	8	9	10	11	12
Other Horse	Gallopers / Trotters	1	2	3	4	5	6	7	8	9	10	11	12
Dragoon	Dismount to act as Shot unit	1	2	3	4	5	6	7	8	9	10	11	12
Pike & Shot	1 Pike / 2 Shot	1	2	3	4	5	6	7	8	9	10	11	12
Irregular	e.g. Highlanders	1	2	3	4	5	6	7	8	9	10	11	12
Artillery	All artillery treated the same	1	2	3	4	5	6	7	8	9	10	11	12
	The starting value reduces by one for each Casualty on the unit (i.e. for every 3 hits in an attack) This represents the Cohesion test figure to roll UNDER when taking a morale test. In addition when a RED cell is reached, this results in a permanent reduction on one d6 for attack rolls. An attempt can be made to Rally a unit and recover a lost cohesion point IF the commanding officer is within 6" of base contact. They must score 7+ on 2d6 to recover a cohesion point.												

initial Cohesion value up or down the usual starting position.
Note the maximum starting Cohesion value can not exceed 12.

Morale

Units test morale after any successful Casualty is recorded from Melee, Firing or Artillery. They have to pass their Cohesion value (i.e. roll LESS than this value) on 2d6. If they fail this test they immediately retire a full charge move towards their own side of the board. If doing so interpenetrates a friendly unit, this unit must also take a Morale test - same rules apply. Note if a Commander is within 6" of the unit, the target score is increased by 1.

Firing Ranges

Unit	To Hit on Xd6	Max Range	To Hit on Xd6	Short Range
P&S Formed unit	6	12"	5/6	6"
Highlanders/commanded shot	6	12"	5/6	6"
Trotters		NA	5/6	5"
Dragoons	6	12"	5/6	6"

Artillery has three ranges

		Max		Medium		Short
Artillery (All)	6	36"	5/6	24"	4/5/6	12"

Melee

Units close to base-to-base contact ("Run" command on the action dice)

Both sides roll dice to record "hits".

Both sides add Casualty markers as inflicted and amend Cohesion table accordingly

Both sides take Morale test as required

If both pass Morale test, fight continues for a second round

If both pass send Morale test (if appropriate) Melee will continue automatically in the next turn

A failed Morale test (Note BOTH sides could fail their test) they route as above <Morale>.