

## Battle sequence of play

Visibility Phase  
Random Events Phase  
Initiative Determination Phase  
Orders Phase  
Fire Phase  
Closing Phase  
Close Combat Phase  
Army Morale Phase

## Troop Quality

### TQ Table

Grade	DS	S	F	DF
Fanatic (11)	2 - 6	7 - 11	12	-
Elite (10)	2 - 5	6 - 10	11	12
Veteran (9)	2 - 5	6 - 9	10 - 11	12
Trained (8)	2 - 4	5 - 8	9 - 10	11 - 12
Green (7)	2 - 3	4 - 7	8 - 10	11 - 12
Rabble (6)	2 - 3	4 - 6	7 - 9	10 - 12

### TQ modifiers

Disordered	-1
Lower total CC Value than close combat opponent(s)	-1
Single unit rolling on the Uncontrolled units table (independent units excepted)	-1
Fatigued	-1
Charismatic leader attached to unit	+1
Charge Reaction/Close Combat manning Field Works	+1

## Visibility

	No Action	Light Action	Medium Action	Heavy Action
Perfect	1600	1200	800	600
Normal	1200	800	600	300
Bad	800	600	300	150
Very Bad	300	150	100	50

## General Movement Rates

Commanders	350 paces
HI and Levy Infantry	100 paces
Other Infantry	150 paces
HBC/HQ	200 paces
HL/LBC	250 paces
EH/LC/SC	300 paces
Very Light Artillery	100 / 200 paces
Light & Medium Artillery	- / 200 paces
Heavy Artillery	- / 150 paces

Skirmishing	+50 paces
Column of March	+50 paces
CoM or Limbered Artillery following road	+50 paces
Charging units	+50 paces
Fleeing units	+50 paces
Limbered Horse Artillery	+50 paces
Mounted Infantry (only on march moves)	+50 paces

## Fleeing

### Fleeing units table

	DS	S	F	DF
<b>All</b>	R <sub>Y</sub>	R <sub>C</sub>	R <sub>F+C</sub>	Flee <sup>S4</sup>

**Flee<sup>S4</sup>** Make a Flee move, Step Loss on a roll of 4 or more on one die.

**RF+C** Rally if Commander attached to unit and a friendly non-Fleeing unit is visible and closer than the nearest visible enemy unit, otherwise Flee<sup>S4</sup>

**RC** Rally if Commander attached to unit or friendly non-Fleeing unit is visible closer than the nearest visible enemy unit, otherwise Flee<sup>S4</sup>.

**RY** Rally.

## Uncontrolled units

### 1. Defending

Automatic Hold

### 2. Fleeing enemy [Cavalry only]

	DS	S	F	DF
LC/SC	Pu	Pu	Pu	H <sub>D</sub>
HL/EH	C <sub>H</sub>	Pu	Pu	H <sub>D</sub>
Other cavalry	A <sub>S</sub>	Pu	Pu	H <sub>D</sub>

### 3. Enemy to Rear

If there is no visible enemy to the front at least one unit must make a 180 degree turn, otherwise units may make 180 degree turns. Rest of the group **Holds**.

### 4. Enemy at Flank

	DS	S	F	DF
MI/HI/LTI	T/H <sub>D</sub>	T/H <sub>D</sub>	H <sub>D</sub>	Flee
AI	T/A <sub>S</sub>	T/H <sub>D</sub>	H <sub>D</sub>	Flee
CI	T/C <sub>H</sub>	T/C <sub>H</sub>	H <sub>D</sub>	Flee
Skirmishing	T/A <sub>D</sub>	T/H <sub>D</sub>	Ret	Flee
Levy	T/H <sub>D</sub>	T/H <sub>D</sub>	Ret	Flee
HL	T/C <sub>H</sub>	T/H <sub>D</sub>	H <sub>D</sub>	Ret
LBC/HBC	T/A <sub>S</sub>	T/H <sub>D</sub>	H <sub>D</sub>	Ret
EH/LC/HQ	T/A <sub>D</sub>	T/H <sub>D</sub>	H <sub>D</sub>	Flee
Art	T/H <sub>D</sub>	T/H <sub>D</sub>	H <sub>D</sub>	Flee

### 5. Defensible position or Supporting Line, or in Square formation, and enemy visible

	DS	S	F	DF
HI/Artillery	H <sub>D</sub>	H <sub>D</sub>	H <sub>D</sub>	A <sub>D</sub>
MI	A <sub>D</sub>	H <sub>D</sub>	H <sub>D</sub>	Ret
AI	H <sub>D</sub>	H <sub>D</sub>	H <sub>D</sub>	A <sub>S</sub>
CI	C <sub>H</sub>	H <sub>D</sub>	H <sub>D</sub>	Ret
LTI/Skirmishing	H <sub>D</sub>	H <sub>D</sub>	H <sub>D</sub>	Ret
Levy/EH	H <sub>D</sub>	H <sub>D</sub>	H <sub>D</sub>	A <sub>S</sub>
HBC/HQ	C <sub>C</sub> A	C <sub>C</sub> H	C <sub>C</sub> H	Ret
HL	C <sub>H</sub>	H <sub>D</sub>	H <sub>D</sub>	Ret
LBC	A <sub>S</sub>	H <sub>D</sub>	H <sub>D</sub>	Ret
LC	A <sub>D</sub>	H <sub>D</sub>	H <sub>D</sub>	Ret

### 6. Defensible position or Supporting Line, or in Square formation, and no visible enemy

	DS	S	F	DF
<b>All</b>	H <sub>D</sub>	H <sub>D</sub>	H <sub>D</sub>	M

### 7. Visible Enemy

	DS	S	F	DF
Skirmishing	A <sub>D</sub>	H <sub>D</sub>	Ret	Flee
MI	A <sub>S</sub>	A <sub>D</sub>	H <sub>D</sub>	Ret
AI	A <sub>S</sub>	A <sub>S</sub>	H <sub>D</sub>	Ret
CI	C <sub>H</sub>	C <sub>H</sub>	H <sub>D</sub>	Ret
LTI/HI	A <sub>D</sub>	H <sub>D</sub>	H <sub>D</sub>	Ret
Levy	A <sub>S</sub>	H <sub>D</sub>	H <sub>D</sub>	Flee
HBC	A <sub>S</sub>	A <sub>S</sub>	C <sub>C</sub> H	H <sub>D</sub>
HQ	C <sub>C</sub> A	C <sub>C</sub> H	C <sub>C</sub> H	Ret
HL	C <sub>H</sub>	C <sub>H</sub>	H <sub>D</sub>	Ret
LBC	A <sub>S</sub>	A <sub>S</sub>	H <sub>D</sub>	Ret
EH	C <sub>H</sub>	A <sub>D</sub>	H <sub>D</sub>	Ret
LC	A <sub>S</sub>	A <sub>D</sub>	H <sub>D</sub>	Ret
Art	A <sub>D</sub>	H <sub>D</sub>	H <sub>D</sub>	H <sub>D</sub>

## 8. No Visible Enemy

	DS	S	F	DF
Art	CM	H <sub>D</sub>	H <sub>D</sub>	H <sub>D</sub>
Skirmishing or Cavalry	M	CM	CM	H <sub>D</sub>
Other	M	CM	H <sub>D</sub>	H <sub>D</sub>

## Charging

### Charge reaction table - Galloping charge

	DS	S	F	DF
MI/HI <sup>S</sup> /Art*	St Fi	(d) ½Fi	(d) ½Fi	Flee
Skirmishing/CoM/Art**	St Fi	Flee	Flee	St
Other infantry	(d) ½Fi	(d) ½Fi	(d)	Flee
HL	CC	CC	(d)	Flee
Eastern Horse	CC	(d) ½Fi	(d)	Flee
Other Cavalry***	St Fi	(d) ½Fi	(d)	Flee

### Charge reaction table - Trotting/Running charge

	DS	S	F	DF
MI/HI <sup>S</sup> /Art*	St Fi	(d) Fi	(d) ½Fi	Flee
Skirmishing/CoM/Art**	St Fi	Flee	Flee	St
Other infantry	½Fi	(d) ½Fi	(d) ½Fi	Flee
HL	CC	CC	(d)	Flee
Eastern Horse	CC	St ½Fi	(d) ½Fi	Flee
Other Cavalry***	St Fi	St ½Fi	(d) ½Fi	Flee

\* All non-Skirmishing Infantry, and all Unlimbered Artillery

\*\* All Infantry and Cavalry in Skirmish or Column of March formation, and all Limbered Artillery.

\*\*\* All other non-Skirmishing Cavalry

## Charge reaction results

Flee	Flee
St	Stand
(d)	Flee if Disordered, otherwise Stand
Fi	Fire
½Fi	½ FP Fire
CC	Counter Charge if possible, otherwise Stand.

## Fire combat

### Fire table

FP	DS	S	F	DF
<1	LC	NE	NE	NE
1	2 LC *	LC	NE	NE
2	C * S5+	LC	NE	NE
3	C * S5+	2 LC *	LC	NE
4	C * S5+	C *	LC	NE
5	HC ** S4+	C * S5+	LC	NE
6	HC ** S4+	C * S5+	2 LC	NE
7	HC ** S4+	C * S5+	2 LC *	LC
8+	HC ** S4+	2 C ** S5+	C * S5+	LC

S4+ The unit suffers a Step Loss on a single die roll of 4, 5 or 6

S5+ The unit suffers a Step Loss on a single die roll of 5 or 6

\* Any attached Commander injured on a single die roll of 6

\*\* Any attached Commander is injured on a single die roll of 5 or 6

## Close Combat

### Closing table

	DS	S	F	DF
MI	A	A <sub>F</sub>	-	F <sub>B</sub>
AI/HI	A <sub>R</sub>	A	A <sub>F</sub>	-
CI	A <sub>R</sub>	A <sub>R</sub>	A	-
Skirmishing	F <sub>B</sub>	F <sub>B</sub>	F <sub>B</sub>	-
LTI	A	-	F <sub>B</sub>	F <sub>B</sub>
Levy	A <sub>R</sub>	A	-	F <sub>B</sub>
HL	A <sub>R</sub>	A	A	-
HQ	A	A <sub>F</sub>	-	F <sub>B</sub>
HBC	A <sub>R</sub>	A	A	F <sub>B</sub>
EH	A <sub>R</sub>	A <sub>F</sub>	A <sub>F</sub>	-
LBC	A <sub>R</sub>	A	A <sub>F</sub>	F <sub>B</sub>
LC	A	F <sub>B</sub>	F <sub>B</sub>	F <sub>B</sub>

- No effect - The unit remains in place.

F<sub>B</sub> Fall Back - Unit moves 50 paces backwards and becomes Disordered. TQ-check if in enemy Assault Zone.

A<sub>F</sub> Assault if favourable conditions - Unit moves into contact if conditions are favourable and no unfavourable conditions apply.

A Assault - Unit moves into contact if conditions are not unfavourable.

A<sub>R</sub> Assault regardless of conditions - Unit moves into contact.

### Favourable conditions

Not Disordered and General attached.

Not Disordered and other units of same group already moved into contact.

Enemy is Artillery.

Not Disordered and enemy Disordered.

EH and enemy Disordered.

Trying to close with flank or rear of enemy unit.

### Unfavourable conditions

Self Disordered and enemy not Disordered.

Self Disordered and enemy uphill, or behind Chevaux de Frise/Field Works.

### Close combat table

	DS	S	F	DF
All	-	D * S6	F ** S5+	F ** S4+
-	Unit status unchanged			
D	Fall Back if Disordered, Disorder if not.			
F	Flee if Disordered, Fall Back if not.			
S4+	The unit suffers a Step Loss on a single die roll of 4, 5 or 6			
S5+	The unit suffers a Step Loss on a single die roll of 5 or 6			
S6	The unit suffers a Step Loss on a single die roll of 6			
*	Any attached Commander is injured on a single die roll of 6			
**	Any attached Commander is injured on a single die roll of 5 or 6			

### Receiving casualties table

	DS	S	F	DF
LC	-	-	D	F
C	-	D	F	F
HC	D	D	F	X

- Unit status unchanged.

D Fall Back if Disordered, Disorder if not.

F Flee if Disordered, Fall Back if not.

X\* Step Loss. Flee if Disordered, Fall Back if not.

Quick reference sheet for

# Hakkaa Päälle

Wargames rules for the age of Gustavus II Adolphus, Tilly, and Koniecpolski

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