

BLACK POWDER – SALT PETER AMENDMENTS FOR DEMO GAME

Only Two moves per unit per turn are permitted due to the size of the table.

The Footbridge is passable to Skirmishers only. The main bridge is passable in march column only.

Players roll to decide which side of the board to play. North or South

All units start off of the table except one unit of Skirmishers who may start at the entry point on one of the roads.

Units are ordered onto the table and may move as normal measuring from the entry point.

Armies consist of 2 'Brigades' of standard infantry. One brigade will have an artillery piece that will count as Horse Artillery. One will have a detachment of Light Cavalry that have the Marauders Rule.

Only Skirmishers may enter the village via the steps.

The Village can only be occupied by one 'company' of regular troops and a unit of Skirmishers or two units of Skirmishers.

The skirmishers may occupy either the chapel and House to the west of the village or the paired house to the East and fire at full effect.

Regular troops may fire at full effect from the courtyard down on to the surrounding fields. If they occupy the buildings the courtyard is undefended and they fire as per normal rules for buildings.

Defenders of the village will receive a combat bonus of +2 defending the gates. +3 up the stairs or if in buildings. (? Attack value – as per rules?).

Defenders receive a +1 to save when being shot at by muskets when they are in the courtyard. No Change to save from artillery fire. If occupying buildings normal rules apply.

One additional unit of Skirmishers may join the battle on a dice roll of less than 4 on any orders roll. They may be deployed anywhere on that players side of the board.

Units crossing the river must halt and loose the rest of their movement. They may then continue as normal in the next turn but may not issue charge orders. On crossing the river all units must test to see if disorderd by rolling a D6 4+ is a pass. 1,2,3 unit is disorderd for one full turn.