

## Break Tests

- A. Test if excess hits suffered from Shooting
- B. Test if Shaken or suffering artillery casualties by closing fire
- C. Test if defeated in Hand-to-hand Combat
- D. Test if Shaken by drawn Hand-to-hand Combat
- E. Test supporting units if supported unit breaks and flees

-1	-2	-3
Per excess casualty Disordered Lost Melee Suffered casualties from artillery for tests A or B	Infantry lost melee vs cavalry Lost melee by total of double or more Enemy in contact with flank	Lost melee by total of treble or more Skirmishing infantry lost melee vs cavalry Enemy in contact with rear

### Break Test Result Table

Modified Dice roll	Combat Type	Outcome	
4 or less	Shooting and Hand-to-Hand	<b>Infantry, Cavalry &amp; Artillery</b> The unit <i>breaks</i> and is deemed destroyed - remove the entire unit from the field.	
5	Shooting and Hand-to-Hand	<b>Infantry &amp; Cavalry</b> The unit <i>retires</i> one full move to its rear without changing formation and at all times avoiding contact with the enemy. Once it has moved, the unit becomes <i>disordered</i> if it is not already so. If unable to comply, the unit may make two moves to its rear if this enables it to reach a tenable position. If unable to comply with this further requirement, the unit <i>breaks</i> as described for 4 or less above.	<b>Artillery</b> The unit <i>breaks</i> and is deemed destroyed - remove the entire unit from the field.
6	Shooting	<b>Infantry &amp; Cavalry</b> The unit <i>holds its ground</i> - it stays where it is and does not move.	<b>Artillery</b> The unit <i>breaks</i> and is deemed destroyed - remove the entire unit from the field.
	Hand-to-Hand	<b>Infantry &amp; Cavalry</b> The unit <i>retires</i> one full move to its rear without changing formation and at all times avoiding contact with the enemy. Once it has moved, the unit becomes <i>disordered</i> if it is not already so. If unable to comply, the unit may make two moves to its rear if this enables it to reach a tenable position. If unable to comply with this further requirement, the unit <i>breaks</i> as described for 4 or less above.	<b>Artillery</b> The unit <i>breaks</i> and is deemed destroyed - remove the entire unit from the field.
7 or more	Shooting	<b>Infantry, Cavalry &amp; Artillery</b> The unit <i>holds its ground</i> - it stays where it is and does not move.	
	Hand-to-Hand	<b>Infantry( Cavalry testing for supporting broken friends )</b> If the unit is infantry (or cavalry testing for broken friends) then it <i>holds its ground</i> - the unit remains where it is and will continue fighting in the following combat round.	<b>Cavalry</b> If the unit is cavalry the unit <i>retires</i> one full move to its rear without changing formation and at all times avoiding contact with the enemy. If unable to comply, the unit becomes <i>disordered</i> and may make two moves to its rear if this enables it to reach a tenable position. If unable to comply with this further requirement, the unit <i>breaks</i> as described for 4 or less above.
			<b>Artillery</b> The unit <i>breaks</i> and is deemed destroyed - remove the entire unit from the field.

### Brigade Morale Test

#### Brigade Morale Points

Each unit in a brigade is equal in points to its stamina. Better units add 1 and poorer units deduct 1.

#### Brigade Morale Procedure

At start of own turn, BEFORE the command phase, check any brigades morale if it is at half strength or below in points. SHAKEN units count half their value for this purpose. Any brigade that only has 1 unit left is automatically removed as broken UNLESS it only started with 2 units in the brigade.

#### Brigade Morale Test

Roll 2d6 and compare the score with the command rating of the brigades commander on the chart below after applying any modifiers to the dice roll.

Modifiers:

- +1 half or more units in brigade have been lost
- +2 all remaining units are shaken and at least 1 unit has been lost

#### Result Table

Less Than	Pass! Carry on as normal
Equal	Fail. No movement towards the enemy this turn but units can have any orders issued to them.
More Than	Fail. Retreat towards own base edge for every point of failure this turn. If the brigade leaves the table it is lost. The only order a unit can receive is a rally order.