



26th Wednesday Linebattle

"A Steady Hand to Victory!"



Section 0: TL:DR

0.1. This TL:DR is purely a quick overview of the rules.

0.2. Line Infantry - No FOL, ROL, Rambo, FIC, Revenge Tk's, Crouching in combat, Must be 3 muskets in line to fire, Can be composed of any line unit, plus one aux per 5 linemen. Must be shoulder to shoulder to fire. Must charge or join a friendly line after dropping to 2 muskets or below. One officer and sergeant per line.

0.3. Artillery - Made up of **4 cannoneers**, and **1 sapper**, can skirm around an **active** cannon, may use stolen or repaired cannons, may only use cannons, howitzers and rockets (**NO mortars**), must wait for arty v arty to be called live. May not move before live.

0.4. Artillery stealing - Arty stealing permitted as long as the individual firing is a cannoneer

0.5. Lights - Made up of only 6 lights, (No medic or officer) may not fire if the formation is moving (individuals can move around compass range, but the entire group can't be advancing/retreating). Lights may not FIC.

0.6. Cavalry - Made up of 6 Hussars/Dragoons. Cavalry may fire on the move, must dismount and join a line at 2 horseman if their **initial charge target is now dead**. 1 charge target at a time. Dismount for AC

0.7. Garrisoning - There is no garrisoning of buildings allowed. For this rule buildings do include semi enclosed structures like the Rotunda on Tahir.

0.8. Melee General - once a member of a unit is engaged in melee, all units are in melee. Engaged in melee counts as striking, blocking, or being struck/killed.

0.9. Cannoneers - Each regiments is permitted to have a maximum of 2 cannoneers amongst their lines. If a regiment is caught with more than 2 cannoneers in line or at a stolen cannon, there will be a warning, and then a slay.

1.0. Minimums - Regiments must have at least 3 players to sign up for an event; they may choose to merc with a regiment - 26th - if they can not field 3 players.

Section 1: Supplementary Rules

1.1. In addition to the limitations as mentioned above by class and unit, several supplementary rules are listed below. These rules should be considered to apply to all classes and groups unless otherwise stated.

1.2. Charge Fire Rule - Any unit may charge a nearby enemy unit, given its in reasonable proximity. A unit in a charge may opt to break formation and advance directly towards the enemy. When a line is in a charge they aren't allowed to shoot unless they stop the charge, aren't in melee and form up.

1.3. Spacing Rule - A unit must at all times show apparent attempts to uphold shoulder to shoulder spacing, with at least three muskets in the Line.

1.4. Auxiliary Firing Rule - Auxillary must be within compass range of a line to fire

Section 2: Artillery

2.1. Artillery Amount - The Regiment chosen for artillery can field four artillery crew. With the cannoneer Class, per cannon max, i.e. 5 per cannon,

2.2. Artillery Classes - The artillery crew can defend their artillery piece(s). They are allowed to skirmish but must be within 15 Feet's (compass range) of an active cannon (cannons are considered active for 20 seconds after being loaded, shot or aimed) to do so.

2.3. Arty skirmishing is not allowed when the arty group is in melee. As soon as 1 member is in melee all of the crew is considered in melee.

2.4. Artillery Cannon - Artillery may use canon or rockets. No mortars.

2.5. Artillery Crew - All 4 cannoneers, and 1 sapper may function as guards i.e. they may skirm by active piece

2.6. Artillery Classes - Artillery crew must go cannoneer class (w/ 1 sapper).

2.7. Artillery Movement - Artillery may not move before live. There will be no placing objects behind the artillery pieces to impede recoil.

2.8 Artillery stealing - Only a cannoneer can steal enemy artillery pieces, there is no friendly arty stealing.

Section 3: Lights

3.1. Lights Amount - The Light Detachment is allowed to have 6 lights (No medic or officer)

3.2. Lights Spacing - Lights must uphold a spacing of Five during the whole event. If the lights get seen with different spacing during multiple Rounds, that regiment could lose lights in the long run,

3.3. Lights Engagement - Lights may not fire on an enemy unless their formation has stopped moving. Individual lights may shift around but the larger formation must not be moving. This includes if the lights are falling back or advancing they may not fire.

3.4. Lights Drops - The Moment Lights drops down to 2 people; they must Join a friendly Line and are no longer considered Lights.

Section 4: Cavalry

4.1. Cavalry Amount - Each Cavalry will have 6 Horsemen. They can be either Dragoons or Hussars. Mixing is not allowed.

4.2. Cavalry Spacing - Cavalry must keep spacing of 6 unless engaged in a melee/charge.

4.3. Cavalry Dismounting - Dragoons may dismount to skirmish on foot. Lights rules from section 3 then apply.

4.4. Cavalry Charging - Cavalry charging - When engaged in melee cavalry can't multicharge lines. Exceptions are for lines clustered very close together (**Within compass range**)

4.4.1 Charge Through - Cavalry can charge through a line to get to a line behind them, with minor engagement in melee (a sword swing or two) as long as they don't start circling the original line making them the target.

4.6. Cavalry Drops - When Cavalry drops down to two the last horsemen must dismount and join a friendly line or finish an ongoing charge (they may not engage new units).

4.7. Cavalry Firing - Cavalry may FIC and/or on the move. Cavalry may FIC once in a charge, but may only reload after engagement ends.

4.8. Cavalry All Charges - must dismount for all charge