QUICK REFERENCE SHEET

TURN SEQUENCE

1. Move commanding generals.
2. Dice for movement initiative.
3. Movement phase, including charges and firing at chargers.
4. Dice for firing initiative.
5. Firing phase: firing followed by reaction.
6. Melee phase: melee followed by reaction.
7. Rally phase.
8. Check Army Breaking Points.

COMMAND PERFORMANCE

Command Performance			
D6 Roll	**Dithering**	**Dependable**	**Dashing**
1	Feeble	Poor	Steady
2	Poor	Steady	Steady
3	Steady	Steady	Steady
4	Steady	Steady	Steady
5	Steady	Steady	Admirable
6	Steady	Admirable	Inspiring

COMMAND DISTANCE: 15CM

Outside command distance, units roll 4–6 for initative. +1 superior unit, -1 inferior unit.

NORMAL MOVES

Normal Moves		
Close order infantry	20cm in line, 25cm in march column	
Light infantry	25cm in any formation	
All cavalry	30cm in line, 40cm in march column	
All limbered field artillery	20cm, 25cm on roads	
Manhandle light/medium/heavy guns	To front or rear: 15cm/10cm/5cm	To flank: 10cm/5cm/no move
Horse artillery	30cm, 40cm on roads	
Transport	15cm, 20cm on roads	
Command figures	60cm at all times	

COUNTER-CHARGE

Cavalry automatic if attackers move more than half normal move, otherwise 4–6. Infantry 4–6 at any time. For both, +1 superior unit, -1 inferior unit.

TURN TO FACE FLANK/REAR CHARGE, CHANGE FORMATION AGAINST CHARGE

If chargers move more than half normal move, roll 4–6.

Turn To Face: +1 cavalry/light infantry, -1 if army deducts half a move for flank/rear movement.

Change Formation: +1 cavalry/light infantry, -1 if army takes a full move to change formation/unlimber.

RALLYING

Rallying		
Distance from enemy units	**30–60cm**	**More than 60cm**
Superior or Standard class	Rally off 1 hit	Rally off 2 hits
Inferior class	Rally off no hits	Rally off 1 hit

1 unit within 5cm of the commanding general removes 1 hit.

Reforming takes one move stationary (can change formation in place but not change facing).

Change hit marker die to red when reforming. Cannot fire. If charged successfully count as hit in flank.

Rally off hits as normal when reforming. If unable to rally to 3 hits, must retreat again next turn.

FIRING RANGES

Infantry Ranges		
Weapon	**Short**	**Long**
Muskets plus battalion guns	0–10cm	10–30cm
Muskets only	0–10cm	10–20cm
Rifles	0–15cm	15–30cm
Carbines	0–8cm	8–15cm

Artillery Ranges			
Weapon	**Canister**	**Effective**	**Long**
Light guns	0–30cm	30–50cm	50–70cm
Medium guns	0–40cm	40–80cm	80–120cm
Heavy guns	0–50cm	50–100cm	100–150cm
Howitzers	0–40cm	40–70cm	70–100cm

Howitzers: D6 roll, 1–2 = -1 modifier.

HIT TABLE

A natural 5 always causes at least one hit.

The Hit Table							
Modified Die Roll (Average Die)	**0 or less**	**1**	**2**	**3**	**4**	**5**	**6 or more**
Superior Infantry	0	1	2	2	3	4	4
Standard Infantry	0	1	1	2	3	3	4
Inferior Infantry, Standard Light Infantry	0	0	1	2	2	3	3
Inferior Light Infantry	0	0	1	1	2	2	3
Superior Artillery	0	0	1	1	1	2	2
Standard Artillery	0	0	0	1	1	2	2
Inferior Artillery	0	0	0	0	1	1	2
Superior Cavalry	0	1	2	2	3	3	4
Standard Cavalry	0	0	1	2	2	3	4
Inferior Cavalry	0	0	0	1	2	2	3

Hit Table Modifiers	
Firing Modifiers	
Firer has moved	-1
Firing at long range	-1
Firer has 3 or more hits recorded	-1
Difficult target	-1
Target in light cover	-1
Target in heavy cover	-2
Target classed as superior	-1
Target classed as inferior	+1
Flanking or rear fire	+1
Firing from BUA, per fire direction	-1
Firing unit is small	-1
Firing unit is large	+1
Additional Artillery Firing Modifiers	
Canister	+2
Firing at head of march column	+1
Firing at 2 deep cavalry line	+1
Heavy gun (roundshot) vs. BUA or entrenchments	+1
Howitzer (shell) vs. BUA or entrenchments	+1
Howitzer (shell) vs. cavalry	+1
Melee Modifiers	
Cavalry charging	+1
Rolling unit has 3 hits or more	-1
Target in light cover	-1
Target in heavy cover	-2
Target uphill	-1
Target classed as superior	-1
Target classed as inferior	+1
Each supporting unit	+1 (maximum 2)
Rolling unit is artillery	-1
Light infantry vs. formed/close order	-1
Attacked in flank or rear	-2
March column	-2
Fighting from BUA, per direction	-1
Firing unit is small	-1
Firing unit is large	+1

DIFFICULT TARGETS (FIRING ONLY)

- Target is light infantry or deployed artillery.
- Target unit is more than half outside the firing zone, or more than half obscured by terrain.
- Target unit is up to half obscured by friendly troops.

GRAZING FIRE

Effective up to 30cm from front edge of first target. Line of fire through centre of first target.

Roll 3–6 on level/open ground. Obstacles/bad weather 5–6.

REACTION TABLE

Reaction to Firing		
Total Hits	**Effect**	
5 or more	Unit is Done For. Rout 1 normal move, then remove the unit in the Rally phase.	
4	Loss of morale. Retreat at least 1 move but not more than 2 moves. Unit will need to reform before continuing in the game.	
3	Continue as normal, but take a -1 modifier for fire and melee.	
2 or less	Continue as normal.	