

Quick Reference Sheets

TURN SEQUENCE

1. A Command Card is drawn and that General becomes the active General. They may either pass on their move or take their Initiative Roll (1D6; Pass= Full Move; Fail= Half Move; May not remove Disorder.) *An Excellent or Good C-C, that has not yet activated, may choose to use their draw to activate a General who has not yet moved. This uses both the C-C's and the Generals activation.*
2. Movement/Remove Disorder (*Must be over 4" away from any enemy unit. If LOS is blocked by terrain, then it is 2"*)
3. Firing Combat (*Both sides active and against active units*)
4. Melee Combat (*Both sides*)
5. After both Re-Shuffle Cards have been drawn or all Command Cards have been drawn for the turn then Check Army Morale and reshuffle the Command deck.

COMMANDER RATINGS

Excellent: Initiative is 2+. Command Radius of 12"

Good: Initiative is 2+. Command Radius of 10"

Average: Initiative is 3+. Command Radius of 8"

Poor: Initiative is 3+. Command Radius of 6" If Initiative Roll failed, they may not initiate any Melees this turn but may Fire.

MOVEMENT NOTES

- A Forward Wheel of up to 45 degrees is 1", over 45 degrees and up to 90 degrees is 2". An About Face is 1" for Foot and 2" for Mounted. Units may Oblique up to 22 degrees. Foot and Mounted units may Retrograde at half of their normal rate, Artillery at their full rate. Foot and Mounted units may Side Step at half their normal rate but not into contact with an enemy's front.
- Units have a 4" cone of 22 degrees Zone of Control.
- Units attempting to Break Off require a Morale Test.
- Muskets may initiate Melee with Mounted if the Mounted unit has 2 or more Disorder Markers. **This requires that Muskets take a Morale test.** Fail and they still move but stop at 1" from the enemy. The Mounted unit may attempt to Break Off and this requires a Morale Check. Fail and stay in contact; Pass and retrograde up to maximum allowed.
- Any unit contacted on its flank or rear will not immediately turn to face. It will recoil away from its attacker or attackers at an angle if needed and then turn and face the enemy.
- Formed units may Pass Through each other, front and rear edges only, if one remains stationary. Units use the Bad Going Movement Rate. They must completely clear each other at the end of the move. **Both units are considered to have moved.** You may not move into contact with an enemy unit.
- Mounted may engage in 1 follow up melee of half a move if their opponent is eliminated. This Melee is fought immediately. ZOC's still apply.

FIRING OR MELEE PROCEDURE

Step One: Begin with a unit's Combat Value. Modify using the table below. A unit is always a minimum of 1.

- +1 If Firing, for each friendly supporting unit (Active units only with no more than 1 Disorder)
- +1 Firing at an enemy Flank or Rear
- +1 In Melee, if a General is attached
- +1 In Melee for each friendly overlapping unit (Units with 3 Disorders may not support)
- +2 In Melee, for each friendly unit in contact with an enemy's Flank or Rear
- +2 In Melee or Firing, when opponent is in Road/March Column
- 1 Moved/Removed Disorder and then Fired
- 1 In Melee or Firing, for attacking a Strong Point, Village or Works
- 1 Unit has 2 or more Disorder Markers
- 1 Muskets or Artillery Firing at Light Infantry
- 1 Muskets or Artillery Firing into Bad Going
- 1 In Melee if Muskets in Bad Going, except Light Infantry
- 2 In Melee if Mounted in Bad Going

Step Two: Roll 1D6 attempting to roll equal to or less than the unit's modified Combat Value to score a Hit. If Combat Value is greater than 6, 1 hit is scored automatically. Roll 1D6 for a second hit. If no hits are scored in a Melee, ties are won by Elites, Uphill units, or Artillery in contact with enemy to their front. Otherwise, each rolls 1D6. High roll wins and the loser Recoils. If Mounted units fail to score a hit against Foot, they must Recoil.

Step Three: Units Hit receive Disorder Markers:

- Hit by Firing: Receive 1 Disorder Marker
- Hit in Melee: Receive 1 Disorder Marker and possibly Recoil (Side inflicting the least Disorder Markers Recoils. If tied then stay in contact but check the above tie breaker. Artillery doesn't Recoil.)
- Hit by Artillery Fire at long range: Test Morale (Pass = No Effect; Fail = Receive 1 Disorder Marker)

Step Four: Add additional Disorder Markers for each bullet point below:

- +1 Mounted in Bad Going
- +1 Heavy Cavalry in frontal contact with Muskets
- +1 Any unit in frontal contact with Unlimbered Artillery
- +1 Light Infantry in any contact with Light Cavalry while in Good Going
- +1 Artillery that loses a Melee
- +1 Any unit Fired on Flank/Rear or in Melee with enemy contacting their Flank/Rear
- +1 Muskets, Light Infantry or Artillery in any contact with Heavy Cavalry while in Good Going
- +1 Muskets, Light Infantry or Artillery in any contact with Heavy Cavalry (2/4 CV) while in Good Going (cumulative)

Step Five: Check for Officer Casualties (*see page 16*)

MORALE TESTS AND RESULTS

Begin with a unit's Morale Value. Modify using the table below. Roll 1D20 attempting to roll equal to or less than the unit's modified Morale Value to Pass.

Number of Disorder Markers	Effects
1 Disorder Marker	All units except Recruits, no test. Recruits test Morale. If it passes, no effect. If it fails, it will recoil one base depth.
2 Disorder Markers	Unit tests Morale. If it passes, no effect. If it fails, it will recoil one base depth and Withdraw 1D6 inches for Foot and 2D6 inches for Mounted (facing away from the enemy). Artillery crews abandon their guns. This Withdrawal causes one permanent Disorder Marker.
3 Disorder Markers	Unit tests Morale. If it passes, no effect. If it fails, it will recoil one base depth and is then eliminated.
4 Disorder Markers	Unit recoils one base depth and is eliminated.

Note: A Friendly unit that is Recoiled into takes a Modified Morale Check. If it passes, no effect. If it fails, it suffers the result of its current Disorder level on the table above. Units that fail and recoil may cause further Morale Checks.

MORALE MODIFIERS

- +3 C-C is attached who has no command of his own (Suffers the fate of the unit and possible commander casualty)
- +2 General is attached (Suffers the fate of the unit and possible commander casualty)
- +2 Defending a Strong Point, Village or Works
- +2 Uphill of the enemy
- +2 Defending the bank of a stream
- +1 In Command Range of the C-C who has no command of his own (*For removing Disorder only*)
- +1 Light Infantry in Bad Going
- 1 1st Disorder Marker
- 1 If attempting a Break Off move
- 2 Per 2nd and 3rd Disorder Marker (*cumulative*)
- 2 If fired on by Artillery at short range or frontally Meleeing Artillery
- 2 The Command is Demoralized
- 3 If Fired on Flank or Rear
- 5 If Forced Marched
- 6 If a unit is in Melee with an enemy in contact with each of their Flanks or Rear