

## QUICK REFERENCE SHEET

### SEQUENCE OF PLAY

In each full turn both sides take an individual or 'player' turn in the following manner.

- Command – moves units starting with initiative moves.
- Shooting – shoots with units.
- Hand-to-hand – both sides resolve any hand-to-hand fighting.

### COMMAND

#### Command modifiers

- 1 Per 12" distance from commander to unit
- 1 Enemy unit within 12" of unit receiving order
- +1 Attack Column
- +1 March Column/Limbered Artillery unless on road or track
- +2 March Column/Limbered Artillery on road or track

### MOVEMENT

#### Move Distances

Infantry, Limbered Foot Artillery, Wagons . . . . .	12"
Cavalry, Limbered Horse Artillery . . . . .	18"
Manhandled Artillery . . . . .	6"
Manhandled 'Battalion' Guns . . . . .	12"
Commanders on foot . . . . .	36"
Commanders on horseback . . . . .	48"

#### Move Modifiers

Woods . . . . .	Half pace skirmish infantry only
Rough ground . . . . .	Half pace infantry/cavalry, skirmishers as normal only
Crossing Obstacle . . . . .	6" penalty
Entering Building . . . . .	6" penalty
March Column . . . . .	Free move if Command roll failed
Limbered Artillery . . . . .	Free move if Command roll failed
Square . . . . .	One move if failed Command roll (one move maximum)

### HAND-TO-HAND COMBAT

#### Combat To Hit modifiers (hit on roll of 4+)

- +1 Charging
- +1 Won last round of combat
- 1 Shaken or Disordered
- 1 Skirmishers
- 1 Engaged to flank or rear

#### Combat Result modifiers

- +1 Support to the rear
- +1 Per flank support (L/R)
- +3 Square vs Cavalry
- +1-3 Occupying building (size)

### MORALE

#### Save modifiers (most troops save on a roll of 4+)

- +1 Infantry in Attack Column unless hit by artillery
- +1 Target within woods, hedgerows or similar (light cover)
- +2 Target is within buildings/fortifications (heavy cover)
- 2 Target is in March Column
- 1 Hit by artillery fire at long range
- 2 Hit by artillery fire at close or medium range

### SHOOTING

#### Ranges

Pistols, Shotguns and Thrown Weapons . . . . .	6"
Bow and arrow . . . . .	12"
Smoothbore Carbines . . . . .	12"
Smoothbore Muskets . . . . .	18"
Rifled Carbines . . . . .	18"
Rifled Muskets . . . . .	24"
Breech-loading Carbines . . . . .	24"
Breech-loading Rifles . . . . .	30"
Bolt-action Carbines . . . . .	30"
Bolt-action Rifles . . . . .	36"
Light Smoothbore Artillery . . . . .	36"
Smoothbore Artillery . . . . .	48"

#### Shooting To Hit modifiers

- +1 Artillery shooting at Column or Square
- +1 Close Range (6") or Closing Fire
- 1 Shooters 'Shaken' or 'Disordered'
- 1 Target is Skirmishers, deployed Artillery, or Not Clear
- 1 Artillery at over half range
- 1 Cannon shooting overhead

#### Size modifiers

Large unit . . . . .	+1 dice Shooting, +2 Combat
Small unit . . . . .	-1 dice Shooting, -2 Combat
Tiny unit . . . . .	1 dice only Shooting/Combat

#### Formation modifiers

Attack Column . . . . .	Shoot 1 dice
Mixed Formation . . . . .	Shoot 1 dice
Square . . . . .	Shoot 1 dice/face, fight 2 dice/face
March Column . . . . .	May not shoot/fight 1 dice
Limbered Artillery . . . . .	May not shoot or fight!

#### Tactical modifiers

Enfilading Infantry or Artillery . . . . .	Re-roll misses
Buildings . . . . .	Shoot 2 dice/face, Fight 2 dice/face

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### BREAK TEST

#### Break Test modifiers

- 1 Per excess casualty
- 1 Disordered
- 1 Suffered casualties from artillery for tests 1 or 2

1. Test if excess hits suffered from shooting
2. Test if shaken or suffering artillery casualties by closing fire
3. Test if defeated in hand-to-hand combat
4. Test if shaken by drawn hand-to-hand combat
5. Test supporting units if supported unit breaks and flees

### BREAK TEST RESULT TABLE

Modified Dice roll	Combat Type	Outcome	
4 or less	Shooting and Hand-to-Hand	INFANTRY, CAVALRY & ARTILLERY The unit <i>breaks</i> and is deemed destroyed – remove the entire unit from the field.	
5	Shooting and Hand-to-Hand	INFANTRY & CAVALRY 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.	ARTILLERY The unit <i>breaks</i> and is deemed destroyed – remove the entire unit from the field.
6	Shooting	INFANTRY & CAVALRY The unit <i>holds its ground</i> – it stays where it is and does not move.	ARTILLERY The unit <i>breaks</i> and is deemed destroyed – remove the entire unit from the field.
	Hand-to-Hand	INFANTRY & CAVALRY 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.	ARTILLERY The unit <i>breaks</i> and is deemed destroyed – remove the entire unit from the field.
7 or more	Shooting	INFANTRY, CAVALRY & ARTILLERY The unit <i>holds its ground</i> – it stays where it is and does not move.	
	Hand-to-Hand	INFANTRY If the unit is infantry then it <i>holds its ground</i> – the unit remains where it is and will continue fighting in the following combat round.	CAVALRY 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.