

Quick reference sheet

Sequence

- Roll for initiative,
- Command: movement of units, starting with initiative moves,
- Shooting: shooting with units,
- Hand-to-hand: both sides engage in hand-to-hand combat.

Command phase

Enemy within 12": initiative moves.
Dice roll determines number of orders.
Change of formation: 1 order.

0 = No order can be given

1 = 1 order

2 = 2 orders

3 = 3 orders

B = BLUNDER

Movement

Infantry, artillery, oxen 6"

Light infantry 6"

Cavalry, horse drawn 12"

Marching down a road: one free move

Shooting (adjustment to dice roll when:)

5, 6 is hit! All dice hit: target in disorder

+ 1 dice firing on close order

+ 1 close range (6")

- 1 shooters disordered or shaken

- 1 target not clear/ cover

- 1 target is in open order

When a unit has more than 50% casualties, it becomes shaken.

When 25% of the figures are left, the unit is broken.

A group breaks when more than half of its units are shaken, broken or removed.

Hand-to-hand (adjustment to dice roll when:)

5, 6 is hit!

+ 1 charging/ fixed bayonets

+ 1 defending hard cover

- 1 shaken or disordered

- 1 attacked in the rear or flank

- 1 attacking enemy in hard cover

Loser takes test

1 - 4 pull back 1 move in disorder
Lose prisoners

5, 6 stay put

Artillery breaks and is removed

Weapon range shots

Throwing spear 6" 1

Pistol 8" 1

Carbine 18" 1

Bow 18" 1

Smoothbore musket 18" 1

Rifled musket/ rifles 24" 1

Orders

Move Grenade!

Change formation Smoke

Crawl Rally!

Fix bayonets! (Dis)mount

Charge (Un)limber

Ambush Aim

Cover! Reload

Fire Form square

Blunders

1 Back men!: 2 moves to the rear

2 Regroup!: 1 move to the rear

3 To the left!: 1 move to the left

4 To the right!: 1 move to the right

5 Forwards!: 1 move forward

6 Charge! 1-2: 1 move,
3-4: 2 moves,
5-6: 3 moves