## 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 | $6 \prime \prime$ |
| :--- | ---: |
| Infantry, artillery | $18^{\prime \prime}$ |
| Cavalry | $12 / 18^{\prime \prime}$ |
| Motorised |  |
| Marching down a road: one free |  |
| move |  |

Shooting (adjustment to dice roll when:)
5, 6 is hit! All dice hit: target in disorder
+1 d 6 firing on troops in close order
+1 close range ( $8^{\prime \prime}$ )
-1 shooters disordered or shaken
-1 target not clear/cover
-1 target is in open order
Hand-to-hand (adjustment to dice roll when:)

## 5 and 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


| Orders  <br> Move Grenade! <br> Change formation Smoke <br> Crawl Rally! <br> Fix bayonets! (Dis) mount <br> Charge (Un) Limber <br> Ambush Aim <br> Cover! (Set) Breakup |
| :--- | :--- |
| When a unit has more than 50\% <br> casualties, it becomes shaken. <br> When 25\% of the figures are left, <br> the unit is broken. <br> A group breaks when more than <br> half of its units are shaken, broken <br> or removed. |

## Blunders

1. Back men!: two 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!: Roll a D6:

1-2: 1 move
3-4: 2 moves
5-6: 3 moves

