

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 12"

Horse drawn 12"

Marching down a road: 1 free move

Shooting (adjustment to dice roll when:)

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

+ 1 close range (6")

+ 1 target is schiltron

- 1 shooters disordered or shaken

- 1 target not clear/ cover

- 1 target is shield wall

- 1 subsequent shooting in same turn

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

+ 1 defending a prepared position

- 1 attacked in flank or rear

- 1 shaken or disordered

- 1 attacking enemy in a prepared position/ shield wall

Loser takes test

1 - 4 pull back 1 move in disorder

Lose prisoners

5, 6 stay put

Artillery breaks and is removed

Orders

Move	Cover
Rally!	Charge
Form Schiltron	Shield Wall
(Dis) mount	(Un) Limber
Ambush	Aim
Reload	Shoot
Disengage	With Me

Weapon	range	shots
Throwing spear	6"	1
Bow	18"	1
Hand Cannon	18"	1 (reload)
Crossbow	18"	1 (reload)
Longbow	24"	1
Handgun	18"	1 (reload)

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