

Quick reference sheet

Sequence

- Making a plan
- 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": automatic
Dice roll determines number of moves.
Change of formation: 1 order.

0 = No movement: order fails

1 = 1 movement: 1 recovery

2 = 2 movement: 1 recovery

3 = 3 movement: 1 recovery

B = BLUNDER

Movement

Infantry, artillery, elephants 6"

Warbands 8"

Horse 12"

Light Horse 15"

Columns: free move when command roll fails

Shooting (adjustment to dice roll when:)

- 5, 6 is hit! All dice hit: target in disorder
- + 1 firing on columns/ hedgehogs
- + 1 close range (6")
- 1 shooters disordered or shaken
- 1 target not clear/ cover

When a unit has four chits, it is shaken.
At seven chits, it is removed from the table. A Brigade breaks when more than half of its units are shaken or removed.

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

5, 6 is hit!

- 1 shaken or disordered

- 1 attacked in the side or rear

Result

+1 support in flank or rear

+2 occupying a building

+2 Hedgehog vs. cavalry

Loser takes test

1 - 4 pull back 1 move in disorder

5, 6 stay put

Artillery breaks and is removed

Formations

- Column: shoots/fights with 1D6
- Flank fights with 1D6
- Hedgehog: No movement/no flanks or rear

Tactical

- Buildings: shoots/fights with 2D6/ side

Shooting, ranges

(Cross)Bows 15"

Longbows 24"

Harquebus 15"

Muskets 18"

Artillery 36"-60"

Short range 6"

Blunders

- 1 Back men!: 2 moves to the rear
- 2 Retreat!: 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