

Quick Reference Play Sheets

Note:

- If any hits are scored then at-least one hit must be applied.
- Atleast one dice is thrown in any circumstance.
- Factions are always rounded up.

Game Sequence

1. Design armies.
2. Declare strategic scouting.
3. Roll for pre-game strategic initiative.
4. Terrain placement.
5. Note any flank marches.
6. Deploy armies.

Turn Sequence

1. The Flank March phase.
2. Reserves. Place on board if arriving this turn.
3. Initiative phase.
4. Place action tokens on all on board generals and units. Excluding any units in base-to-base contact with an enemy unit.
5. Action phase.
6. Hand to hand phase.
7. End of turn checks.

Flank March Phase:

- For a flank march to arrive you need to roll a score of 5 or 6 on 1d6 for each of the flank marching command group(s).
- Prior to rolling the player must declare which board short edge they are rolling for prior to the dice being thrown.
- If the roll is 6 then the whole flank marching group arrives that turn and must be deployed on the board.
- If the roll is 5 then the whole flank marching group arrives the following turn and must be deployed on the board.
- Units that are flank marching are placed on the board now. They must be placed with their rear edge fully touching the board short edge.
- The count has expended all their action points. They may throw to defend themselves a charge action or the hand-to-hand phase.
- They may not preform any disengage, reform, and moving or shooting actions. Additionally the units may not initiate a charge action.

Note:

Any flank marching units that do not fit on the board at placement, take one hit for each turn, including the placement turn, they are not on the board, once the successful roll to arrive has been made. These hits cannot be adjusted in any way, including using stoic. Any other roll and the flank march will not be currently arriving. If a flank march does not arrive by the end of the game it counts as lost. Any enemy units blocking the placement of an arriving unit from a flank march immediately take two hits and must retire the minimum distance to allow the unit to be placed on the board. Enemy units cannot block or restrict the placement of a flank marching unit.

Initiative Phase:

- For each player:
- Taking the size of their force at the start of the game excluding staff teams. This is the total number of Foot, Cavalry and Scout units. Divide by 6 and round up to the next whole number. This is the number of dice to be thrown by that player in each initiative action per turn. The minimum number of dice to be thrown is 1.
- Throw the dice and sum the pips.
- Add also the total number of units with 2 or more hit tokens in the army and deduct from the dice score.
- Also add +2 for each scout unit in command radius of a general and if the scout unit does not have any friendly foot or cavalry units forward of the scout unit's front edge. This front edge line is extended out to any board edge.
- If one opponent has had initiative by any means for two consecutive turns then the other opponent is automatically awarded the initiative.

Reform Action

These represent battle-damaged units reforming and feeding fresh men into the battle line. Casualties are being moved to the rear and replacements being received.

The reform action is completed in the following sequence of events:

1. A unit can have a single hit token removed from a fresh supporting unit being in range (2M). See support unit rule above.
2. Or a 2R unit may have a hit token removed.
3. No unit can have more than 1 hit token removed in any give reform action.

4. No unit if it has sustained any hit tokens may recover to less than 2 hit tokens.
5. Cavalry and Scout units may disengage units if they have not removed any hit tokens in the current reform action phase. See disengage rules above.

Common Dice Table

This table is always used to adjust the pool of the dice thrown for a specific unit.

Note: Dice adjustments are accumulative.

- **-2 Dice:**
 - If the unit is performing the same action a second time in the same turn. Example. Shooting or charging twice.
- **-1 Dice:**
 - If a Limited unit.
 - If a Raw unit.
 - For each hit token currently inflicted on the unit.
 - If within 1MU of a general counting as hated to the unit.
- **+1 Dice:**
 - If Elite unit.
 - If Fresh unit.
 - If a reinforced unit.
 - If within 1MU of a charismatic general.

o **Movement/Charge Distances**

- All foot move 1M. (Exception: Artillery).
- All cavalry (including Tribal) disengage move is 1M.
- Any except scouts limited to 1M per movement action when any part of the base is in any terrain.
- All scouts move 2M including in terrain.
- All cavalry move 2M except where not tribal and in terrain.
- If all movement that is fully along a road then +1M.
- Any units led by a slow general can only move up to 1MU per action point in all cases.
- Any units led by a hasty general gain an extra 1MU to their movement. Except when in terrain.
- **Shooting Ranges**
- Short range: All including rifled small arms: 1M.
- Short range: All Artillery including rifled artillery: 2M.
- Short range: All Harquebus/Carbines: 1M.
- Short range: All Bows and muskets: 1M.
- Long range: All Cavalry mounted shooters do not have a long range.
- Long range: Harquebus/Carbines do not have a long range.
- Long range: All bows and muskets: 2M.
- Long range: Rifled bore small arms at long range: +1M. (Rifled carbines: 2M)
- If Raw artillery: 50% board depth
- If Trained artillery: 100% board depth.
- If Elite artillery: 100% board depth..
- Extra if rifled artillery bore: + 20% board depth.
- Horse Artillery All including rifled artillery: 20% board depth.

- Gatling guns: Count as foot artillery.
- Gatling guns: All long range: including rifled bore 4M.

Shooting Factors Table

- **-2 Dice:**
 - o If the shooters are 2R or Cavalry shooting.
 - o If the shooters are foot
 - o Also shooters not artillery.
 - Also the target is cavalry.
 - o If the target is in any terrain.
 - o If other than tribal or scouts shooting whilst fully or part in terrain.
- **-1 Dice:**
 - o If the target is Artillery.
 - o If the target is scouts and in terrain and shooters are not scouts.
 - o If the target is a scout in the open and the shooters are not scouts.
 - o If the Shooters are artillery and the target is Scouts in the open
 - o If the shooters are artillery and the target is artillery in the open or in terrain.
- **+2 Dice:**
 - o If breach loading.
- **+1 Dice:**
 - o If the target is 2R and the shooters are Artillery.
 - o If shooters have Enhanced Shooting Capability.
 - o If shooters are bow at any range.
 - o If within 1MU of a Defensive general and shooters are defending terrain/obstacle and not scouts.
- **Reduce to ½ Dice:**
 - o If any shooting at Long Range.

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- **If more than 2 dice after adjustments, reduce to 2 dice:**
 - If shooters are scouts and the target is not scouts.
 - If smooth bore artillery shooting for a second action in the current turn and shooting at long range.
 - Excludes rifled artillery at any range.
- **If more than 3 dice after adjustments, reduce to 3 dice:**
 - If smooth bore artillery shooting for the first action in the current turn as shooting at long range.
 - If rifled bore artillery shooting for the second action in the current turn as shooting at long range.
 - Any Cavalry shooting.
- **If more than 4 dice after adjustments, reduce to 4 dice:**
 - If rifled artillery shooting for the first action in the current turn as shooting at long range.
- If Cavalry Shock Charge Ability v's any.
- If Foot Shock Charge v's any except Cavalry.
- If 2R.
- If uphill.
- If within 1MU of a Charismatic or Rash general or if within 1MU of a defensive general and defending terrain/obstacle and did not initiate the charge.

- **-1 Dice:**
 - If halberd.
- **Reduce to ½ Dice:**
 - If Artillery.
- **Reduce to ¾ Dice:**
 - If fully or part in terrain and not Artillery, Tribal or Scouts.
- **If more than 2 dice after adjustments, reduce to 2 dice:**
 - If scouts and the target are not scouts.

Shooting Hits Adjustment

- **-1 Hit:**
 - If a 1R unit.
 - If an Elite unit.
- **+1 Hit:**
 - If a raw unit.

Charging Factors Dice Table:

- **+3 Dice:**
 - If foot cavalry defence v's cavalry and the foot unit did not move or initiate a charge this turn.
- **+1 Dice:**

Combat Hits Adjustment Table

- **-1 Hit:**
 - If a 2R unit.
 - If an Elite unit.
- **+1 Hit:**
 - If a raw unit.
 - If charging tribal lost to other than tribal and the winners are fresh.
 - Except if the winners are Scouts.
 - If not tribal and lost to charging tribal.
 - If lost to halberd.
- (If enemy army is broken) Score = H x1.5
- (If enemy army is not broken) Score = H

Hand to Hand Factors Dice Table

This table is used to adjust the pool of dice thrown for a specific unit.

- **+3 Dice:**
 - If foot cavalry defence v's cavalry and the foot unit did not move or initiate a charge in the current turn.
- **+2 Dice:**
 - If Cavalry with hand-to-hand ability against any.
 - If foot with hand-to-hand ability against any except cavalry.
- **+1 Dice:**
 - If 2R.
 - If uphill.
 - Defending linear obstacle or fortifications.
 - If tribal and opponents are not tribal and are not classed as fresh.
 - If within 1MU of a Charismatic or Rash general or if within 1MU of a Defensive general and defending terrain/obstacle.
 - If halberd.
- **-1 Dice:**
 - If tribal and opponents are not tribal and are also classed as fresh.
- **Reduce to ½ Dice:**
 - If Artillery.
- **Reduce to ¾ Dice:**
 - If fully or part in terrain and not Artillery, Tribal or Scouts.
- **If more than 2 dice after all adjustments, reduce to 2 dice:**
 - If the unit is scouts and the target are not scouts..

Actions Points Table

Actions are expended for each of the following and the action totals are accumulative.

Note: Dice adjustments are accumulative.

- **+2 Action Points:**
 - To disengage from an enemy unit.
 - To go into Foot v's Cavalry defense formation.
 - Stand action.
- **+1 Action Point:**
 - For any to charge >0M.
 - For any to shoot >0M.
 - For any to move >0M.
 - To move from "foot cavalry defense" back into normal unit formation (1R/2R).
 - Turn a Tribal unit to face in any direction. The unit's movement distance for this action is 0M.
 - To move any other than Tribal or Scouts through any terrain.
 - Move artillery to either limber up/unlimber. During this action the unit has a movement of 0M.
 - For any Cautious led units to move nearer enemy units than 3MU.
 - For any Rash led unit to remain stationary and not move the maximum possible nearer (within 3MU of an enemy unit) to an enemy unit or charge, unless defending terrain/obstacle or is conducting a reform or shooting action.
 - To limber/unlimber artillery.
- **0 Action Points:**
 - Turn a unit other than Tribal to face in any direction. The unit's movement distance for this action is 0M.
 - Any Scout unit or Staff team to attempt flee.

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- o Any unit to conduct hand-to-hand combat. (Hand-to-Hand combat does not count as an action. It has its own separate phase).