

Quick Reference Sheets (QRS)

Sequence of Play (p.23)

1. Reaction Phase

Defending units take reactions

2. Combat Phase

Resolve combats. Units fall back or advance

3. Activity Phase

- Move units (including charging the enemy)
- Make recovery attempts


4. Status Phase


- Remove smoke markers from your artillery
- Engineering (Advanced Rules)
- Enter reinforcements
- Check army morale and possible end of game

Recovery Attempt (p.30)

DISC Test: No Modifiers

Basic Test 

if you moved + 

if near the enemy + 

- In Command
- Did not Charge
- Did not perform any Maneuvers
- Did not move through Rough terrain or cross Obstacle

1BW:

- Can't fall back if any part of an enemy unit is to the rear & within 1BW.
- Distance for artillery to qualify for a refuge.
- Infantry may wheel 1BW prior to a charge.
- Can't trace command range within 1BW of the enemy.

2BW:

- Momentum move.
- Cavalry may wheel 2BW prior to a charge.
- Advance after winning combat.

"Near the Enemy" (4BW) (p.10)

- Can't Flank Move (p.27)
- Requires second Recovery die (p.30)
- Mandatory Charge distance (p.32)
- Officer can't come near an enemy unit unless a friendly unit under his command is near that same enemy unit (p.28)
- Affects Formation change (p.25)
- Musketry fire zone (p.43)

Discipline (p.19)

(p.19)

DISC Test

"Regulars"	Experienced	3+
	Amateur	4+
	Irregular	

+/- Vigor of Superior Or
-1 Out of Command

Command Range (p.20)

Commander	10BW	Not traced within 1BW of any enemy unit.
Subcommander	6BW	

Out of Command?

- 1 on all DISC Tests
- Can't Recover
- Can't Charge
- Combat Penalty
- Formation Change Penalty

Reactions

- About Face
- Change Formation
- Countercharge
- Fall Back
- Fire

Esprit (p.19)

Valiant

Reliable

Shaky

Movement Allowances in BW (p.24)

<i>Infantry</i>	<i>Full</i>	<i>Reduced</i>
March	6	4
Attack Column	4	2
Line	2	1
Square	0	0
<i>Cavalry</i>	<i>Full</i>	<i>Reduced</i>
March	10	5
Waves	8	3
Abreast	6	2
<i>Artillery</i>	<i>Full</i>	<i>Reduced</i>
Horse Artillery Limbered	10	2
Foot Artillery Limbered	6	2
Unlimbered (Prolong)	1	1

Formation Change Table (p.25) (also used for About Face Maneuver)

<i>Discipline</i>	<i>Begin in March</i>	<i>Begin in Other</i>	<i>Near the Enemy</i>	<i>Out of Command</i>
Experienced	Full	Half	None	DISC -1
Amateur	Half	None	DISC	DISC -1*
Irregular	Full	Full	Half	DISC -1

Full After changing formation, the unit may spend its full movement allowance.

Half After changing formation, the unit may spend half of its movement allowance, rounding up.

None After changing formation, the unit has no remaining movement allowance.

DISC The unit must pass a discipline test to change formation. If it passes, then it may change formation, and has no movement allowance remaining. If it fails, it does nothing in this Activity Phase.

* An Amateur unit that is out of command *and* near the enemy may not change formation at all.

MANEUVERS

(p.27-29)

Wheel

(p.27)

Treat it as normal movement, measured along the arc of the wheel. Multiple wheels are permitted. May combine with retrograde.

Flank Move

(p.27)

Exactly perpendicular only. Costs double normal movement. May not do near the enemy. May not combine with any other maneuver.

Oblique

(p.27)

Experienced or Irregular only. May not combine with any other maneuver.

Retrograde

(p.27)

Costs double normal movement. May combine with Wheel to “wheel backwards.”

About Face

(p.27)

Performed in lieu of a formation change, prior to any other movement. Use the Formation Change Table to determine remaining movement allowance.

Interpenetrate

(p.29)

Regular INF and CAV require DISC Test to interpenetrate Regular INF or CAV. The passive unit rolls. If it fails, the moving unit must stop.

CHARGE

(p.31)

- CAV may charge any unit, but not buildings or hard cover.
- INF may charge enemy INF and ART.
- ART units may not charge any enemy unit.
- No unit in March or Square formation may charge.
- Charging unit must be in Command Range at start.
- May not charge if only 1DISR from breaking.

Cavalry

May Wheel up to 2BW and charge

Infantry

May Wheel up to 1BW and charge

How Many Dice to Roll?

Musketry (p.42)

# of Bases in front rank	+1 for SK advantage -OR- +SK value vs. flank/rear
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Canister (p.46)

2 dice per base	- target's SK value if: * vs target's front * not in base contact
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Roundshot (p.46)

1 die per base	double dice if target in Square or March
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Convert Hits to Disruptions

(p.48)

# of Hits	Result
INFANTRY & CAVALRY	
0-1	No Effect
2-4	1 DISR
5-8	2 DISR
9+	Breaks
LIMBERED ARTILLERY	
0-3	No Effect
4+	Breaks
UNLIMBERED ARTILLERY	
0-2	No Effect
3-4	Forced to Limber
5+	Breaks

Roll To Hit (p.47)

4+ Basic To Hit

Regular Musketry

-1	Target in or behind cover -OR- ¹ Shooter in rough terrain
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Irregular Musketry

-1	Shooter in open terrain
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Canister

-1	Target in or behind cover
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Roundshot

-1	Target in or behind soft cover ²
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-2	Target in or behind hard cover ³
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Howitzer

With Roundshot at Towns, Entrenchments, or Earthworks, Howitzer always hits on 4+.

Notes to Modifiers

1. If either or both of these conditions apply, the total modifier is -1.
2. This penalty becomes -2 if the shooter is a Light artillery unit.
3. This penalty becomes -1 if the shooter is a Heavy artillery unit.

Fire Range Brackets (p.45)

Artillery Weight	Short		Full Long		Reduced Long
Heavy	10	+	12	OR	8
Medium	8				
Light	6				
Musketry	4				

How Many Dice to Roll?

(p.55)

2 dice per base	Infantry Cavalry
2 dice per unit	Artillery

Basic Modifiers

+2	per higher Esprit
+2	Guard
-2	Out of Command
-1	per DISR
+/-	Combat Advantages

INF vs INF

+2	Cover Higher Elevation
-2	Bad Terrain

CAV vs CAV

+2	Abreast vs Waves Shock Cavalry
-2	Bad Terrain

CAV vs INF

+2	Lancers Rain
-2	Bad Terrain

INF vs CAV

+2	Cover
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Any vs ART

-2	vs. Artillery in Cover
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Attacker Halves Combat Dice if

Attacking multiple defenders
Enemy covers ≤ half of your front
Cavalry charges a Square

Defender Halves Combat Dice if

Attacked in Flank/Rear
INF in Square, attacked by INF
INF not in Square, attacked by CAV
March formation
(Countercharging only): Enemy covers ≤ half of your front

(p.57)

Roll To Hit (p.58)

5+ To Hit in Combat

The Combat Results Tables (p.59)

Decisive

ATK Lost	DEF Lost
1DISR Fall Back	DEF Breaks ATK Advances
ATK Lost to Countercharge	
Break	

Winning CAV takes 1DISR unless that would break it.

Inconclusive

Loser takes 1DISR per INF & CAV unit. No effect on ART

Don't Fall Back If:	All Others:
Square Unlimbered Artillery Town(Deployed) Infantry vs. Cavalry Entrenched	The Loser falls back If Attacker won, he advances.
Winner Falls Back	

Winning CAV takes 1DISR unless that would break it.