



QUICK REFERENCE SHEETS

- QRS -

Unit Types & Qualities

p.12-13

Foot	
INF	DmCAV
Mounted	
Mounted CAV	
Artillery	
Guns & Limbers	

Elan
Eager
Seasoned
Cautious
Experience
Veterans
Recruits

Summary of Terrain Effects

p.26-28

Terrain	Difficult for	Cover vs	Obstruct ART	Impassable to
Woods	ART	Fire	2BW	-
Swamp	Foot, Mtd	-	No	ART
Hill Crest	-	Any	At crest	-
Stream	All	-	No	-
River	-	-	No	All
Rocky Ground	All	-	No	-
Standing Crop	-	-	2BW	-
Wall	ART	Any	2BW	-
Fence	-	Combat	No	-
Ford	All	-	No	-

Shattered Point

p.89

Each sides counts its number of bases and divides in half, rounding up. The smaller of those two numbers is the shattered point for **both** sides.



Sequence and Action Cards

p.30-36

Sequence of a Turn

1. Option to **Reshuffle**.
2. Option for a **Fire Phase**.
3. One **Command Choice**:
Movement, Combat, or Pass.
4. **Status Phase**:
 - Both sides redraw.
 - Remove smoke markers.
 - Victory.

When Are Cards Removed from the Game?

- If played for a red-banner interrupt.
- Six are removed from the deck when reshuffling.

Uses for Action Cards		
Purpose	Used by	Notes
Invoke a phase	Active	Any card may invoke any phase.
Modify	Active	May only modify type of phase indicated by symbol.
Interrupt	Passive	If banner is red, then remove after play.
Morale Value	Passive	To remove hits from enemy fire or combat. One hit always sticks.

The Fire Phase

p.38-48

Procedure for Resolving Fire:

1. Active player invokes fire phase and may modify it.
2. Passive player may interrupt at any point in the phase, if he has an appropriate card.
3. Active units roll to hit. Mark hits temporarily on passive units.
4. Passive player may use cards for morale value: 1 card for a recruit or limbered ART; 2 cards otherwise. One hit sticks.
5. Active player rolls to kill.

Ranges	
“Short Range” (Small Arms & Canister)	6
6pdr, Howitzer	18
Napoleon, Light Rifle	24
Heavy Rifle	30



The Fire Phase, continued

p.38-48

Priorities for Artillery Targets:

1. Target directly ahead in short range.
2. Other target within 45° in short range.
3. Any target that can be bombarded.

Roll To Kill	4+
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Canister

Roll 2 Dice per Base

Roll To Hit	
Howitzer, Napoleon	4+
6pdr, Rifle	5+
Modifiers To Hit	
+1	vs Dense Target
-1	vs Cover

Bombardment

Roll 1 Die per Base

Roll To Hit	
Rifle, Howitzer	4+
6pdr, Napoleon	5+
Modifiers To Hit	
+1	vs Dense Target
-1	vs Cover
-1	Rifled ART vs different elevation
-1	Counterbattery

Hvy Rifles ignore -1 vs Cover.

Small Arms

Roll 1 Die per Base

To Hit: Volley	
Veteran INF	4+
Recruits, DmCAV	5+
Modifiers for Volleys	
+1	vs Dense Target
-1	Shooter in Diff. Terrain
To Hit: Skirmish	
All	6

The Movement Phase

p.50-59

	Foot	Mtd	ART
Basic	4	8	6
Column	+2	+2	n/a
Flank Move	1/2	1/2	full

SUMMARY OF MOVEMENT RULES

Each unit may *either* move *or* change formation.

Flank Move

- May not combine with forward in same move.
- One-half movement allowance for foot & mounted.

Columns

- Add 2BW to movement allowance for foot & mounted.
- May not end within 6BW of enemy.

Disorder (Invoking the phase requires 2 cards)

- Interpenetration.
- Moving or changing formation in difficult terrain.
- Making an about-face within 6BW of the enemy.
- Changing formation within 6BW of the enemy.

Artillery

- Unlimbered ART may prolong 1BW.
- Limbered ART may move in any direction or facing.

Change Formation

- By left- or right-face.
- By guidon (Add/Subtract no more than 2 files on either side.)
- By deploying (only into or out of a non-linear formation).

Fall Back

- Roll two dice. Active side picks lower roll; passive side picks higher.
- Fall back at least that distance, but not ending within 1BW of enemy.
- Discard 1 card, for units to avoid base losses from interpenetration or difficult terrain.



The Combat Phase

Combat Resolution (p.66-72)

1. Attacker announces dice allocations.
2. Calculate Defense Scores.
3. Calculate Attack Scores.
4. Resolve Combats:
 - Passive player may use cards for morale value: 1 card if vulnerable; 2 cards otherwise. One hit sticks.
 - Defenders who lost combats take losses and fall back.
 - Attackers still engaged take losses and fall back.

Rolling to Attack

Eager	3+
Seasoned	4+
Cautious	5+

Modifiers:

-1	<i>vs Cover</i>
-1	<i>Difficult Terrain</i>
+1	<i>vs Vulnerable Defender</i>

CAV (only) Modifiers:

-1	<i>Mtd vs front of enemy foot</i>
-1	<i>DmCAV attacking</i>

Rolling to Defend

Veteran - OR - Unlim. ART	3+
Recruit	4+
Vulnerable (never modified)	6

Modifier:

-1	<i>Difficult Terrain</i>
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Combat vs. a Limber (p.75)

1. Limber rolls two dice.
2. If attacked only by foot units, keep the higher roll. If by any mounted units, use the lower.
3. Attackers roll an attack score as normal.
4. Defender may play a card to add morale value to his score.
5. If limber's score is \geq it survives and falls back. If lower, it is broken.

Falling Back (p.79-81)

1. Roll two dice. Active unit uses lower roll; passive uses higher.
2. Fall back until at least that many BW from engaged enemy, and not within 1BW of *any* enemy.
3. You may use a card to fall back through difficult terrain or interpenetrate. If you don't use a card, then those things cause base losses (see p.80.)