

Lasalle Second Edition: The "short" QRS for veteran players

This free file is for experienced players who need only the game's most crucial tables. For a more comprehensive rules summary use the "Rules Summaries" file, also available from the HONOUR website.

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Interrupt?	Order	Complications	
When near the enemy	Force	Rally	None
		Movement	Charge Interpenetration * Difficult Terrain
	Global	Change Formation	Shaken
		Bombard	None
Always	Volley		

A Game Turn (p.6)

1. Momentum Phase
2. Skirmish Phase
3. Intervention Phase
4. Orders Phase
5. Status Phase
 - a. Reinforcements
 - b. Marker Step
 - c. Victory

Movement Allowances (p.44)		
Unit/Formation	Full	Reduced
Foot		
Square	0	
Line	4	1
Mass	6	
March	10	
Unlimbered (Prolong)	-	
Limbered Foot ART	10	
Mounted		
Mass	8	2
March	12	
Limbered Horse ART	12	
All INF and CAV		
When Charging	4	

Rally (p.86)	
Rally	4+
Resilient -or- Not Near Enemy	3+

Artillery Retire (p.75)			
The Attacker		The Defender	
INF	CAV	Foot	Horse, Limber

Roll to Hit (p.71)	
Infantry Roll to Hit	4+
Artillery Roll to Hit	#
Bombard Secondary Target	6

Shift Up	
Rifles Volleying	
Target in March or Square	

Shift Down	
Shooter is Shaken	
Target has Cover	

Heavy Artillery	
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Bombard: Ignore Cover.
Volley: Re-roll "1s".

Combat Results (p.81)	
1st: Resolve the Defenders	
Outscored by 3 or more	Unit Breaks
Outscored by 1 or 2	1DISR CAV Staggers
Tied or greater	CAV: 1DISR* Other: No Effect
2nd: Resolve the Attackers	
Defending CAV outscored you by 3 or more?	Unit Breaks
Still Engaged?	1DISR & Stagger
No Longer Engaged?	CAV = 1DISR INF = 1DISR if odd

Combat Modifiers (p.77)	
+1	Outnumber
+1	Defending a Strong Position
-1	non-Shock CAV vs. Shock
-1	in Difficult Terrain
-4	Poor Formation