






Quick Reference Sheets (QRS)

General Game Information

The Cost of Units (p.16)

	Conscript	Trained
 Regulars	4	6
<i>Improve Trained to Elite</i>	+2, +3...	
 Irregulars	3	
 Artillery	1, 2, 3...	

The Attacker receives mercenaries (p.22)

Unit Quality
Elite
Trained
Conscript

Definition of a Force (p.15)

- Same unit type.
- Same formation.
- Same terrain effect.
- Within 2BW of another unit in the force.
- Irregular units may form forces with other irregulars (combining II and IC), in any terrain.

Army Morale (p.23)

- One point for each RI, RC, and ART unit.

Losses to Army Morale

	None	One	Two	Three
Regular		1-2	3-4	5-6
ART, Irregular	1	2-4	5-6	

Rallying (p.60)

Roll to Rally		Modifiers	
4+	Infantry	Not Near the Enemy	+1
5+	Cavalry, Artillery	In Difficult Terrain	-1

Terrain Effects (p.12)

Terrain	Difficult for	Cover?	Bad Terrain for	Obstructs?	Impassable to
Woods	RI, RC	Yes	RI, RC	Yes	ART
Rocks or Ploughed Field	RI, RC, ART	No	RI, RC, ART	No	-
Marsh or Swamp	RI, RC	No	RI, RC	No	ART
Slope of a Hill	ART	No	-	Yes	-
Stream, Small River	RI, RC, ART	No	RI, RC, ART	No	-
Linear Obstacle	RC, ART	Yes	RC, ART	Yes	-
Town, Buildings	RI, RC in Massed or Line	Maybe	ART	Yes	-



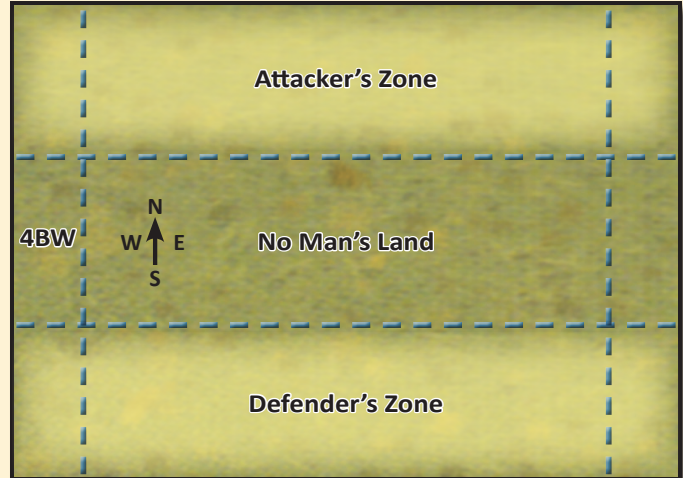
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Set Up the Game







Set Up The Game (p.16)

1. Create the armies.
2. Draw a battlefield card.
3. Scouting rolls determine the advantage. That player chooses to be attacker or defender.
4. Place terrain.
5. Place the objective.
6. Deploy the armies: defender first, then the attacker.
7. Attacker plays the first round.

The attacker begins with 8 cards, the defender with 5.



Terrain Size (p.20)

 4/8	Hill	 4/6	Rocky Ground
 2/4	Marsh	 2/4	Town
 4/6	Ploughed Field	 4/6	Woods

Place the Objective (p.22)

- Attacker places the objective in the defender's setup zone, not within 4BW of an east/west table edge.
- Must be placed in one of these terrain types (in order):
 1. Town
 2. Hilltop
 3. Road, Bridge, Ford
 4. Open, ploughed field, marsh, woods

Sequence of Play

The Sequence of a Round (p.29)

1. **Volley Phase**
 - if active player chooses, resolve volleys.
2. **Active player picks one Command Choice**
 - choose Pass, Event, or Action.
 - draw card(s), if eligible .
 - resolve the event or action.
3. **Active side may move officers**
4. **Isolated units surrender**

Command Choice and Card Draw (p.29)

Command Choice	Card Draw	Notes	Card Play
Charge	None	One force is activated.	Play card(s) whose Span ≥ distance to the CinC.
March	1		
Bombard	2		
Rally	2		
Pass	3	No action.	
Play an Event	None	Play card for the Event.	



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Movement

Permitted Moves in Line or Massed (p.38)

- Directly forward.
- Direct Retrograde.
- Wheel (either direction).

A unit may never combine forward and retrograde movement in one round.

Retrograde movement allowance is halved.

Difficult terrain causes 1 DISR to INF or CAV. May not move if the DISR would break a unit. (p.36)

Interpenetration causes 1 DISR. May not interpenetrate if the DISR would break a unit. (p.37)

About-Face: Turn all bases to face rear, without changing unit footprint. May not combine with formation change. Cavalry and irregulars may then move, but only if they end not near the enemy. (p.42)

Moving in Columns (p.37)

- May be interpenetrated without suffering DISR.
- **Difficult Terrain** causes 1 DISR to INF or CAV. May not move if the DISR would break a unit.

Formation Changes (p.40)

- March activation only.
- Must be done before movement.
- No movement cost if changing **from** Column.
- Other formation changes require **all** movement.

Fall Back (p.59)

- Units fall back 1BW.
- Interpenetration may cause DISR to moving and stationary units, as per normal interpenetration rules.
- Falling back through difficult terrain causes 1DISR.
- Unit can be broken by DISR during fall back.

Movement Allowances (p.36)

Movement Allowances		
CAV	INF	Formation
16	12	In Column
4	4	Column near the enemy
8	4	In Massed or Line
<i>(Halved)</i>		<i>In retrograde</i>

Artillery Movement Allowance

6	In open terrain
2	In difficult terrain
2	End its move near the enemy

Artillery Movement (p.39)

- ART may not move if marked by **smoke**. Smoke marker is removed by a separate "march" activation specifically for that purpose.
- ART is not disrupted by **difficult ground**, but rather moves at 2BW.
- ART that wishes to **end its move near the enemy** may not move more than 2BW.

The Charge Move (p.50-52)

(At least half of the units in a force activated to charge, must charge)

1. May wheel up to 1BW, then forward only.
2. Not in column formation.
3. May not have four DISRs.
4. May not interpenetrate.

Restrictions:

- CAV may not charge a town.
- INF may not charge CAV, except in a town.
- Reg CAV may not charge woods.
- If enemies within 4BW, then check for mandatory targets.

Non-Charging Units in the Force:

- May not use any retrograde movement.



Quick Reference Sheets (QRS)

Shooting and Combat

Roll To Hit and Roll To Disrupt (p.48-49)

Roll To Hit

2 dice per base	Canister
1 die per base	All Others
Basic To Hit	4+

Modifiers

Dense Target	+1
Enfilade	
DISR shooter vs Cover	-1
Irregular Shooter	

Roll to Disrupt

INF or CAV target

5+	Elite
4+	Trained
3+	Conscript, Irregular

ART target

4+	Hit by musketry, canister
6	Hit by bombardment

Musketry & canister against a unit in garrison must re-roll hits due to hard cover (p.64)

Who May Fire?

- In a **volley phase**, the active side shoots, then the passive side shoots back. Both infantry and artillery may fire, if eligible. Artillery may fire only at short range (canister).
- In a **bombard action**, only the artillery units of the active side may shoot, and only at long range.

Who May Not Fire?

- Cavalry.
- A unit in column formation.
- Regular infantry bases in water or on an obstacle.
- Artillery bases that are in water, on an obstacle, or in a town.

Combat (p.56-57)

Basic Combat Value

8	Elite
6	Trained
4	Conscript
3	Irregular
2	Artillery

Combat Modifiers

+1	Regular INF in Massed
-1	Atk v. Higher Elevation
-1	Per DISR
-2	In Bad Terrain
-2	Atk v. INF, ART w/Cover
-6	Vulnerable Unit
-?	Outnumbered

Plus a Die Roll

Resolving Combat

Resolve Defender First

Attacker Doubles	Defender Broken
Attacker Greater	Defender: 2 DISR
Defender \geq	Defender: 1 DISR

Resolve Attacker

Defender \geq	Attacker: 2 DISR
Otherwise	Attacker: 1 DISR

Attackers still in contact Fall Back



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Special and Advanced Rules

Special Rules for Irregular Units (p.65-66)

- They may combine infantry and cavalry in the same force.
- They may attempt to evade when attacked by regulars of the same type (II may evade RI; IC may evade RC).
- They may about-face and move.
- They have no difficult or "bad" terrain.
- They may be interpenetrated by any unit without disruption to either, unless in garrison formation.
- They fire with a -1 to hit, but no penalty for being a disrupted shooter.

Variable Weather (p.78)

Weather	Effects
Dry	Normal rules apply.
Light	Visibility is 4BW. No long range fire.
Steady Downfall	Visibility is 4BW. No musketry. One die for canister. Add 4BW to all activations.
Storm	Roll two dice & remove that many cards. Resume as steady downfall.

Losing & Spending EPs (p.72)

- Loss of an Officer.
- Miraculous Escape.
- Buy Cards.
- Tempt Fate.
- Recruiting.
- Transfer a Unit.
- Sack a Notable.
- Change Your Allegiance.

Gaining EPs (p.71)

- Fighting the Good Fight.
- Level of Victory.
- Underdog Bonus.
- Gracious Captor.
- Epic Defense.
- Epic Charge.
- Accepting a Surrender.
- Granting the Honors of War.
- Pursuit.
- Carnage.
- Winning a War.

Officer Casualties (p.62)

The CinC

If Killed

If Captured

If Displaced

Hazard # of 11

Discard all cards.
Lose 1 morale point.

Give all cards to opponent.
Lose 1 morale point.

Discard 1 card.

Notables

If Killed

If Captured

If Displaced

Hazard # varies

Lose 1 morale point.

Lose 1 morale point.

No penalty.

The Sequence of a Campaign

1. First player declares war. Form camps.
2. Campaign Turn:
 - a. Select opponents and play a series of battles.
 - b. "After the Battle" phase.
 - c. Advance the player order. (New first player).
 - d. Check for peace. If the war continues, play another campaign turn (return to 2.a.)
3. "The Peace"
 - a. Reward the winners.
 - b. Train the armies.
 - c. Politics.
 - d. First player declares war. Form camps. A new turn begins. Return to 2.

"After the Battle" Phase (p.100)

1. Replace a Lost CinC.
2. Retirement.
3. New Notables.
4. Sacking Notables.
5. Promote Surviving Units.
6. Rebuild Broken Units.

The Politics Step (p.102)

1. Recruit a new unit.
2. Transfer a unit.
3. Notable prisoners are released.