

QUICK REFERENCE SHEET

SEQUENCE OF PLAY

In a full turn both sides take a player turn as follows:

Command

- Check Battalia Morale >half lost or shaken,
- Rally Elite
- Initiative moves (within 6" of enemy)
- Other moves (Proximity Rule 12"),
- Rally, "Follow-me!"

Shooting

- Shoot with units

Hand-to-hand

- Both sides resolve any hand-to-hand fighting
- **Remove.** Disorder Markers

COMMAND MODIFIERS

Modifier Situation

- 1 For every full 12" between the Commander and the unit he is issuing an order to.
- 1 There are one or more enemy units within 6" of the unit receiving order
- +1 Unit receiving the order is in March Column (or is Limbered Artillery) not on a road or track
- +2 Unit receiving the order is in March Column (or is Limbered Artillery) on a road or track

BLUNDER TABLE

D6 Result

- Rapid Retreat.** Make two full moves away from the closest visible enemy
- Retreat.** Make one move away from closest visible enemy
- Move left.** One full move left; may charge if possible
- Move right.** One full move right; may charge if possible
- Forward!** Move one full move forward; may charge if possible.
- Charge!** charge closest visible enemy. Roll a D6 for moves: 1-2: 1 move, 3-4: 2 moves, 5-6: 3 moves

MOVING UNITS TABLE

Heavy and Siege Artillery, . . .Immovable Hedgehog Formation

Manhandled med. artillery3"

Infantry, Light artillery, Wagons,6"
Limered Artillery, Baggage Train

Cavalry & Dragoons9"

Light Cavalry12"

Commanders on Foot18"

Commanders on Horseback27"

MOVEMENT MODIFIERS

Woods Half pace. Skirmish & Command only

Rough Maximum one move. Skirmish & Command normal

Linear Obstacle Takes a full turn. Pike disordered on roll of a 6. Skirmish & Command move normally.

Buildings One move segment to enter or leave

FREE MOVE: March Column, Baggage on road, & fail Command roll. Disordered & Shaken Units one move away.

SHOOTING RANGES

Pistols and thrown weapons 6"

Arquebus, Carbines & Shortbows 12"

Muskets, Firelocks, Bows & Crossbows 18"

Light Artillery 24"

Medium Artillery 36"

Heavy & Siege Artillery 48"

SHOOTING VALUE MODIFIERS

+1 Dice Large Unit

-1 Dice Small Unit

None Column

1 Dice Hedgehog

1/face Units in Buildings.

'TO-HIT' MODIFIERS FOR SHOOTING

-1 Attackers shaken and/or disordered.

-1 The target is Not Clear, Skirmishing, or Artillery.

+1 Close Range/ Closing Fire.

HAND-TO-HAND VALUE MODIFIERS

1 Dice Column

2 Dice per face Unit in a building

Total combat values Hedgehog

+2 Dice Large Unit

1-2 Dice Small Unit.

'TO-HIT' MODIFIERS FOR HAND-TO-HAND COMBAT

+1 Attackers charging or counter-charging

+1 Winning

-1 Shaken and/or Disordered

-1 Attackers in Skirmish order

-1/face Engaged in flank or rear

MORALE SAVE MODIFIERS

+1 Cover

+2 Buildings and Fortifications

-1 Unit in column

-2 Hit by Light or Medium Artillery.

-3 Hit by Heavy or Siege Artillery.

'to serve specially for execution if the Enemy in Battle be overthrown...'

Late 16th century tactical use of the bill, or 'brown bill'

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COMBAT RESULT BONUSES

Bonus Modifiers

+1	Rear Support.
+1	Flank Support.
+2	Cavalry versus non-pike block infantry.
+2	Pike versus Cavalry.
+3	Hedgehog versus Cavalry.
+3 or +2	Occupied Buildings. units fighting from buildings count +3 if large or standard sized, +2 if small.

BREAK TEST MODIFIERS

-1	-1 per each excess casualty
-1	the unit is <i>disordered</i> .
-1	the unit has suffered at least one casualty from <i>artillery</i>

BREAK TESTS

Unit must take a Break Test if it: suffers *excess casualties* from shooting, is *shaken* by closing fire, *defeated* in hand-to-hand combat, *draws* hand-to-hand combat and is *shaken*, or a unit it is supporting *breaks*. Roll 2D6, add any break test modifiers, and consult the table below:

Break Test	Combat Type	Result
4 or less	Any	Infantry, Cavalry and Artillery: Unit <i>breaks</i> and is destroyed
5	Any	Artillery: Unit <i>breaks</i> and is destroyed Infantry and Cavalry: Unit retires one full move away from enemy. If unable to disengage, make another full move away from enemy. If still unable to disengage, unit <i>breaks</i> and is destroyed. After moving, unit is <i>disordered</i> .
6	Any	Artillery: Unit <i>breaks</i> and is destroyed
	Shooting	Infantry & Cavalry: Unit <i>holds its ground</i> .
	Hand-to-Hand	Infantry & Cavalry: Unit retires one full move away from enemy. If unable to disengage, make another full move away from enemy. If still unable to disengage, unit <i>breaks</i> and is destroyed. After moving, unit is <i>disordered</i> .
7 or more	Shooting	Infantry, Cavalry and Artillery: Unit <i>holds its ground</i>
	Hand-to-Hand	Infantry: Unit holds its ground Cavalry: Unit retires one full move away from enemy. If unable to disengage, make another full move away from enemy and become <i>disordered</i> . If still unable to disengage, unit <i>breaks</i> and is destroyed. Artillery: Unit <i>breaks</i> and is destroyed

SPECIAL RULES

Bad War	Re-roll missed Combat Attacks Against Landsknechts	Galloper	Must countercharge if able to; standard move of 12" as if Light Cavalry; will always engage the enemy on a sweeping advance where able.	Pike Company	Cavalry receive no combat bonuses when fighting a unit with a pike company that is ordered; the unit containing a pike company receives double combat value when fighting charging cavalry
Bows/shortbow	+1 Morale Saves; Cannot offer closing fire	Grenades	Enemy ignores all morale bonuses for cover when engaged in combat	Plug Bayonet	+2 Hand-to-Hand value; +1 Combat result against enemy Warband infantry; once used, cannot fire for remainder of battle
Brave	Shaken Units Rally without an Order	Heavy Cavalry +1/+D3	+1/+D3 Combat Result on a Charge	Rabble	Every unit must receive a separate command; Cannot act on a battalia or group order
Caracole	Cannot countercharge enemy cavalry	Hedgehog	No flanks or rear; combined formation of pike and shotte elements; Immovable; all shooting units in the hedgehog have shooting value of 1	Reliable	+1 Command
Clansmen	Cannot offer support in combat	Lancers	-1/-2 Morale Save on the Charge	Sharp Shooters	Re-Roll one Missed Shot
Crack	Re-Roll one failed Morale Save if you currently have no Casualties	Large Unit	+1 Shooting Value (if the unit has ranged weapons); +2 Hand-to-Hand; +1 Stamina; May ignore disorder by taking one damage (unless this causes the unit to be shaken)	Small Unit	-1 Shooting Value (only if the unit has ranged weapons); -2 Hand-to-Hand; -1 Stamina
Crossbows	Cannot offer Closing Fire	Marauders	Ignore Distance Modifiers for Command	Steady	Passes First Break Test
Double-Handed Infantry Weapons	-1 Morale Save	Mercenary	Will quit the battle if a rally test is failed when shaken	Stubborn	Re-Roll one Failed Morale Save
Dragoons	Free mount or dismount move; Fire and evade Count as skirmish cavalry when mounted, skirmish infantry when dismounted	Militia	No Move on Equal Command Roll	Superbly Drilled	Free Move
Eager	Free move on charge order	Pikes	Can form a hedgehog formation with non pike units of same battalia; Cavalry receive no combat bonuses when fighting an ordered pike unit; Pike unit gets double combat value when fighting charging cavalry	Swordsmen	+D3 Combat result against enemy infantry
Elite	Overcome Disorder Dice Roll			Terrifying Charge	Charged Enemy must take a Break Test
Fanatics	Morale Save +1 Until Shaken			Tough Fighters	Re-Roll one Combat Hit
Ferocious Charge	Re-Roll Missed Combat Attacks Following Charge			Untested	Randomise Stamina
Fire & Evade	Can give closing fire and then evade when charged			Valiant	One Free Break Test Re-Roll
Firelocks	Short range extended to 12"			Wavering	Break Test when you take a Casualty
First Fire	+1 Dice on First Shot				
Freshly Raised	Variable effect - see page 88				