BLACK POWDER
SECOND EDITION

QUICK REFERENCE SHEET 50%

SEQUENCE OF PLAY

In each full turn both sides take an individual or 'player' turn in the following manner.

- Command – moves units starting with initiative moves.
- Shooting – shoots with units.
- Hand-to-hand – both sides resolve any hand-to-hand fighting.

COMMAND

Command modifiers

-1	Per 6" distance from commander to unit
-1	Enemy unit within 6" of unit receiving order
+1	Attack Column
+1	March Column/Limbered Artillery unless on road or track
+2	March Column/Limbered Artillery on road or track

MOVEMENT

Move Distances

Infantry, Limbered Foot Artillery, Wagons . . . . 6"
Cavalry, Limbered Horse Artillery . . . . 9"
Manhandled Artillery . . . . 3"
Manhandled 'Battalion' Guns . . . . 6"
Commanders on foot . . . . 18"
Commanders on horseback . . . . 24"

Move Modifiers

Woods. . . . . Half pace skirmish infantry only
Rough ground . . . . Half pace infantry/cavalry, skirmishers as normal only
Crossing Obstacle . . . . 3" penalty
Entering Building . . . . 3" penalty
March Column . . . . . . Free move if Command roll failed
Limbered Artillery . . . . Free move if Command roll failed
Square . . . . One move if failed Command roll (one move maximum)

HAND-TO-HAND COMBAT

Combat To Hit modifiers (hit on roll of 4+)

+1	Charging
+1	Won last round of combat
-1	Shaken or Disordered
-1	Skirmishers
-1	Engaged to flank or rear

Combat Result modifiers

+1	Support to the rear
+1	Per flank support (L/R)
+3	Square vs Cavalry
+1-3	Occupying building (size)

MORALE

Save modifiers (most troops save on a roll of 4+)

+1	Infantry in Attack Column unless hit by artillery
+1	Target within woods, hedgerows or similar (light cover)
+2	Target is within buildings/fortifications (heavy cover)
-2	Target is in March Column
-1	Hit by artillery fire at long range
-2	Hit by artillery fire at close or medium range

SHOOTING

Ranges

Pistols, Shotguns and Thrown Weapons. . . . . 3"
Bow and arrow . . . . 6"
Smoothbore Carbines . . . . 6"
Smoothbore Muskets . . . . 9"
Rifled Carbines . . . . 9"
Rifled Muskets . . . . 12"
Breech-loading Carbines . . . . 12"
Breech-loading Rifles . . . . 15"
Bolt-action Carbines . . . . 15"
Bolt-action Rifles . . . . 18"
Light Smoothbore Artillery . . . . 18"
Smoothbore Artillery . . . . 24"

Shooting To Hit modifiers

+1	Artillery shooting at Column or Square
+1	Close Range (3") or Closing Fire
-1	Shooters 'Shaken' or 'Disordered'
-1	Target is Skirmishers, deployed Artillery, or Not Clear
-1	Artillery at over half range
-1	Cannon shooting overhead

Size modifiers

Large unit . . . . +1 dice Shooting, +2 Combat
Small unit . . . . -1 dice Shooting, -2 Combat
Tiny unit . . . . 1 dice only Shooting/Combat

Formation modifiers

Attack Column . . . . Shoot 1 dice
Mixed Formation . . . . Shoot 1 dice
Square . . . . Shoot 1 dice/face, fight 2 dice/face
March Column . . . . May not shoot/fight 1 dice
Limbered Artillery . . . . May not shoot or fight!

Tactical modifiers

Enfilading Infantry or Artillery . . . . Re-roll misses
Buildings . . . . Shoot 2 dice/face, Fight 2 dice/face

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BREAK TEST

Break Test modifiers

- -1   Per excess casualty
- -1   Disordered
- -1   Suffered casualties from artillery for tests 1 or 2

1. Test if excess hits suffered from shooting
2. Test if shaken or suffering artillery casualties by closing fire
3. Test if defeated in hand-to-hand combat
4. Test if shaken by drawn hand-to-hand combat
5. Test supporting units if supported unit breaks and flees

BREAK TEST RESULT TABLE

Modified Dice roll	Combat Type	Outcome		
4 or less	Shooting and Hand-to-Hand	**INFANTRY, CAVALRY & ARTILLERY** The unit *breaks* and is deemed destroyed – remove the entire unit from the field.		
5	Shooting and Hand-to-Hand	**INFANTRY & CAVALRY** The unit *retires* one full move to its rear without changing formation and at all times avoiding contact with the enemy. Once it has moved, the unit becomes *disordered* if it is not already so. If unable to comply, the unit may make two moves to its rear if this enables it to reach a tenable position. If unable to comply with this further requirement, the unit *breaks* as described for 4 or less above.		**ARTILLERY** The unit *breaks* and is deemed destroyed – remove the entire unit from the field.
6	Shooting	**INFANTRY & CAVALRY** The unit *holds its ground* – it stays where it is and does not move.		**ARTILLERY** The unit *breaks* and is deemed destroyed – remove the entire unit from the field.
6	Hand-to-Hand	**INFANTRY & CAVALRY** The unit *retires* one full move to its rear without changing formation and at all times avoiding contact with the enemy. Once it has moved, the unit becomes *disordered* if it is not already so. If unable to comply, the unit may make two moves to its rear if this enables it to reach a tenable position. If unable to comply with this further requirement, the unit *breaks* as described for 4 or less above.		**ARTILLERY** The unit *breaks* and is deemed destroyed – remove the entire unit from the field.
7 or more	Shooting	**INFANTRY, CAVALRY & ARTILLERY** The unit *holds its ground* – it stays where it is and does not move.		
7 or more	Hand-to-Hand	**INFANTRY** If the unit is infantry then it *holds its ground* – the unit remains where it is and will continue fighting in the following combat round.	**CAVALRY** If the unit is cavalry the unit *retires* one full move to its rear without changing formation and at all times avoiding contact with the enemy. If unable to comply, the unit becomes *disordered* and may make two moves to its rear if this enables it to reach a tenable position. If unable to comply with this further requirement, the unit *breaks* as described for 4 or less above.	**ARTILLERY** The unit *breaks* and is deemed destroyed – remove the entire unit from the field.