QUICK REFERENCE SHEET

ACTIVATING YOUR UNITS
- At the Double (any unit except Crewed Weapons)
- Attack (any unit except Crewed Weapons)
- Fire (any unit)
- Form Close Order (Regular Infantry only)
- Go to Ground (Tribal Infantry only)
- Move (any unit)
- Rally (any unit)
- Skirmish (any unit except Crewed Weapons)
- Stand To (any unit)
- Volley Fire (Regular Infantry only)

FREE ACTIONS

Unit Type	Free Actions
Regular and Irregular Infantry	Fire, Stand To
Tribal Infantry	Move, Stand To
All Cavalry	Attack, Stand To
Crewed Weapons	Stand To
All Pinned units	Must attempt to Rally as a free action

TESTING TO TAKE NON-FREE ACTIONS
Roll two dice and add the total, modified by the unit's Discipline:

- If the total is equal to or higher than your Leader's Leadership value (or 8+ if Leaderless), the unit succeeds and carries out that action.
- If the total is lower, the unit fails. It remains stationary, taking no action at all.

THE PINNING TEST
Roll two dice, add the total, and from this:

- Subtract one for every casualty that the unit has taken in the action causing this test (0 when caused by friends being removed from play)
- Modify by the unit's Discipline

The result must equal or better the Leadership value of the unit's Leader to pass the test (or 8+ if Leaderless). Resolve the outcome shown below immediately:

- If passed, the unit does not add any additional markers, but retains any Pinned markers it already has.
- If failed, the unit retains its Pinned markers, and adds one additional marker.

THE RALLY TEST
To take a Rally test, roll two dice, add the total, and from this:

- Subtract one for every Pinned marker the unit has
- Modify by the unit's Discipline

The result must equal or better the Leadership value of the unit's Leader to pass the test (or 8+ if Leaderless). Resolve the outcome shown below immediately:

- If passed, the unit is no longer Pinned and removes all Pinned markers. It may take no further action in your turn, but unless the unit is Pinned again before your next activation phase begins, it can be activated as normal at that time.
- If failed but the final total is above 2, the unit remains pinned. It must also immediately retreat a half move (see the later section on Retreating).
- If failed and the final total is 2 or less, the units immediately routs and is removed from the game.

Firearms Table			
Weapon	Short Range	Long Range	Notes
Modern Rifle	0–12"	12–24"	
Obsolete Rifle / Modern Carbine	0–9"	9–18"	
Antiquated Musket / Obsolete Carbine	0–6"	6–12"	
Field Gun	0–16"	16–36"	2 dice per crewman. Cover counts as 1 point less.
Machine Gun	0–12"	12–24"	3 dice per crewman. May jam.
Foot Bows	0–6"	6–12"	Old school! Usable only by infantry (for cavalry bows see below).
Tribal spears and rag tag muskets / Mounted Bows	0–6"	None	Tribal Infantry carry a variety of short range missiles. Includes mounted bows.