

Nbr Cards / Effect		COMMAND CARD USES DURING THE TURN
1	Leader may use to increase their number of CI's (NOT Leader value) by 1	
1	Leader may use to add 1D6 to a group or formation shooting	
1	Leader may use to add 1D6 to a group or formation in fistcuffs if in the fight himself	
2	Used to activate a group/formation, not yet activated; but not attached officers. This activation may interrupt an opponents activation. <i>Can be used to activate a formation with a dead leader</i>	
3	Used to activate a leader not yet activated. This activation may interrupt an opponents activation	
3	A leader launches an ambushade from deployment point, this cannot interrupt an opponents activation. An ambushade either allows you to deploy and move 3D6 or deploy and activate with 3 actions you use as you wish. In either case any shock caused is doubled.	
4	Command cards provide a bonus activation for a leader who may already have activated. He can activate any units normally even if they have been activated. If they have not yet been activated they may be activated normally later in the turn.	
2	SHARP PRACTICE - A loaded group or formation may fire. This is regardless of whether they have already been activated or not it is separate to activation (unlike Tactical, Tally Ho and Thin Red Line). If unloaded it allows a full reload even for rifles.	
2	TACTICAL - This unit may perform an ambushade with 2 command cards rather than the usual 3	
2	TALLY HO - Add 1D6 movement and then 2D6 per group in fistcuffs. This is used with a leader activating a group or formation.	
2	THIN RED LINE - Shoot then charge 3D6 of movement weapons must already be loaded you do not have to actually charge a target. This is used with a leader activating a group or formation.	
2	Pas De Charge—A group or formation when activated by a leader may move 3D6 and remove 2 points of shock per group in the formation.	

COMMAND CARDS WHEN TIFFIN CARD IS DRAWN

1	Each card left after Tiffin is drawn may activate a single group or formation. Please note this cannot be done if they have already been activated and you are activating the unit not the leader
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COMMAND CARDS TO ACTIVATE UNIT CHARACTERISTIC

1 to 3	CRASHING VOLLEY— Double shock. STEPPING OUT +1D6 movement. DRILL +1D6 move changing formation
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Use of Leaders CI points (These count as activations)

1 CI Point	Activate a group or formation within his command range or that he is part of. Must be the most senior leader with the unit; add 1D6 per officer level to group/formation shooting that he is attached to "free"
1 CI Point	"Direct the Fire" groups within a formation shoot who you want them too rather than the closest target
1 CI Point	Make a formation out of 2 groups within 4" or add a group to an existing formation within 4"

Usage of Leaders CI points that do not count as activations

1 CI Point	Rally 1 point of shock off of a group that is within the formation <i>the leader is a part of</i>
1 CI Point	Make a formation out of 2 groups within 1" or add a group to an existing formation within 1"
1 CI Point	Combine 2 weakened groups in a formation to make one new group. Shock of both groups is combined.
1 CI Point	Move the Leader independently of a unit. He moves for free whilst attached to a unit but if going his own way it costs 1 CI to activate allowing the same 2 actions as any other unit

MOVEMENT	
Each action	1D6" of movement in the open (most troops including limbered artillery)
Light inf and skirmishers	+1D6" free movement action (Not irreg skirmishers)
Running	In good terrain Line Inf group may run extra +1D6" but get 1 shock per group
Shock	-1" off total movement for each shock
Changing Facing	Infantry can change facing for free if beginning of their movement. Costs 1 action to change facing at end of move or stationary
Inclining to left or right	Movement up to 45 degrees is allowed. Beyond that must turn to the flank
Open column to line	All units in formation wheel to right or left to form line. This formation change costs one activation.
Formation wheeling	Is not a formation change it is considered ordinary movement
Broken Ground	No running. Formations not groups lose 1" movement per D6
Heavy Going	As broken ground plus units can only be in formation if stationary. Movement must be by individual groups, all troops lose 1" movement per dice rolled
Minor obstacle	Uses 2 actions. Roll 2D6, discard the lower of the two dice rolls (<i>Low Fence</i>)
Major obstacle	Uses 2 actions. Roll 2D6, discard the higher of the two dice rolls (<i>Streams</i>)
Interpenetration	Normally allowed though units in formation become separate groups.
Evade	ALL Skirmish Troops and Artillery can evade 2D6 when charged
Open/closed column	+1D6" movement if all on a road
Unlimbered Artillery	Use both actions to move. Roll 2D6, discard the lower dice roll
Cav Walk	1D6" per action. 1 or both actions
Cav Canter	Must use both action points each 1D6+3"
Cav Gallop	Must use both actions. Roll 3(D6+3)"

BAD THINGS HAPPEN TO YOUR MORALE				
	No Effect	-1 Point	-2 Point	-3 Point
Setback				
Group Obligated to Withdraw	1-3	4-6		
Group Breaks		1-4	5,6	
Group Wiped Out		1-3	4-6	
Formation broken by fire or fisticuffs	1	2-4	5,6	
Status 1 Leader Wounded	1,2	3-6		
Status 1 Leader Killed	1	2-5	6	
Status 1 Leader Routs from table		1-4	5,6	
Status 2 Leader Wounded	1	2-5	6	
Status 2 Leader Killed		1-4	5,6	
Status 2 Leader Routs from table		1-3	4-6	
Status 3 or 4 Leader Wounded		1-4	5,6	
Status 3 or 4 Leader Killed			1-4	5,6
Status 3 or 4 Leader Routs from table			1-3	4-6
Loss of Support Group		1-3	4-6	
Loss of Primary Deployment Point		1-3	4-6	

INVOLUNTARY WITHDRAWAL	
Troop Type	Distance
Elite, Clan	1-4"
Regular, Light Inf, Tribes, all cav	1"
Conscripts & Volunteers, Skirmishers	2"
Militia, Irregular Skirmishers, Wallahs	3"

WEAPONS TABLE

Weapon	Reload actions	0-12"	12-24"	24-36"
Carbine	1	5,6	6	-
Musket	1	4,5,6	6	-
Rifle	2	4,5,6	5,6	6
Light gun 10	2	0-18" Can	0-60" - 5,6 60"+ - 6	
Medium Gun 12	2	0-24" Can		
Heavy Gun 16	2	0-30" Can		

KILL TABLE

Target	Open	Light Cover	Heavy Cover
Kill	6	6	6
Shock	3-5	4-5	5
Miss	1-2	1-3	1-4

UNCONTROLLED FIRE

Load and shoot as fast as you can but you have to roll to stop your men shooting on following turns!

Troop Type	Follow Orders	Keep Shooting
Elite	2-6	1
Regulars	3-6	1-2
Conscripts and Volunteers	4-6	1-3
Militia	5-6	1-4

CONTROLLED FIRE

An additional action over uncontrolled as after loading you present then fire. You get a +1 bonus whilst shooting though and may stop firing any time you wish

LEADER REPLACEMENT

Roll	Troop Type
4-6	Elite, Artillery, Clan
5-6	Regular, Light Infantry, Tribes, Conscripts & Volunteers, Skirmishers, all Cav
6	Militia, Irregular Skirmishers, Wallahs

FIRING DICE

Good Shot	+1d6 per group
Poor Shot	-1D6 per group
Leader attached to shooting formation/group	+1 to +4 D6
Per command card used to enhance shooting	+1D6
Every 2 points of shock	-1D6

FIRING ADJUSTMENTS

1st Fire Bonus	+1 to hit
Controlled Volley	+1 to hit
Canister Fire	+1 to hit
Firing at closed or attack column or square	+1 to hit
Light infantry	+1 to hit
Skirmishers 12"+	+1 to hit
Irregular skirmishers 12+ if in cover	+1 to hit
Firing from a flank/rear causes double shock	
Artillery firing ball reduces cover by one level	
Artillery firing canister doubles shock	

LEADER CASUALTIES

Leader with a group that loses men dead, roll 1D6, if number is less than number dead in that group and shot is from line troops or artillery then leader is hit. If firer is skirmish troops leader hit less than or equal to number dead. ***Losses in Fisticuffs are always less than or equal to same as shot at by skirmishers***

Roll	Effect
1	Dead
2-3	Knocked out by minor wound. Roll 1D6 on subsequent activations or at the end of the chapter. The leader will recover on a 5 or 6
4-6	Light Wound reduce status by 1

TROOP TYPES IN FISTICUFFS		
Group Type	Over 50%	<=50%
Line troops, All Skirmish troops, Wallahs and Cav at walk or halt	6D6	3D6
Tribe / Clan	8D6/10D6	4D6/5D6
Non Impact Cav at canter/Gallop	7D6/8D6	3D6/4D6
Impact cav at Canter/Gallop	9D6/12D6	4D6/6D6

TROOP QUALITY
Elite, Impact Cav, Clan
Regular, Light infantry, Tribes, Dragoons, Lancers
Conscripts & Volunteers, Skirmishers, Scouting Cav
Militia, Irregular Skirmishers, Artillery crew, Wallahs, Irregular Cav

FISTICUFFS ADJUSTMENTS	
Each leader attached to a group fighting	+1D6 per status level
Any command cards being used to add dice	+1D6 per card
Each quality higher & Aggressive Troops (Cumulative)	+2D6 per group
Weedy Coves	-1D6 per group
Meeting Attack Unloaded & No Bayonets (Cumulative)	-2D6 per group
Meeting attack Presented and Loaded	+2D6 per group
For each 2 points of shock on a group	-1 dice
Each Supporting Group with more than 50% strength	+3D6
Attacking a minor obstacle	Remove 1 dice in 4 rounded up
Attacking a major obstacle	Remove half the dice rounded up
Defending a high obstacle	Add one dice for each two so far
Attacked in the flank or rear	Remove half the dice rounded up
Cav against Inf Square	Remove half the dice rounded up
Inf Square against Cav	Add one dice for each two so far

RESULT OF FISTICUFFS	
5 on each D6	1 Man Killed
6 on each D6	1 Man Killed + 1 Shock
WHO WON?	
Draw	Fight another round of combat unless one side has broken as a result of shock. Upto 3 rounds may be fought. Then both sides retire 4"
Defeated by 1	Thrown back 6" facing the enemy. Stubborn troops ignore a defeat by 1
Defeated by 2	Thrown back 9" facing the enemy add two points of shock to each group fighting or supporting on the losing side
Defeated by 3	Thrown back 12" facing away from the enemy add three points of shock to each group fighting or supporting on the losing side
Defeated by 4	Thrown back 18" facing away from the enemy add four points of shock to each group fighting or supporting on the losing side

Skirmisher Attributes—Crib Sheet

Attributes	Light Infantry	Skirmishers	Irregular Skirmishers
+1D6" Extra Movement	YES	YES	NO
Count 1 level of cover higher than in	YES	YES	YES
+1 to hit on shooting	ALWAYS	If > 12" from target	If > 12" from target and shooter is in cover
Can Evade if Charged	YES	YES	YES
Can skirmish screen troops behind them	YES	YES	NO
Involuntary Withdrawal Distance	1" per shock	2" per shock	3" per shock

COLUMN ATTRIBUTES

	Closed Column	Open Column	Attack Column	Square
Shape	One group wide	One group wide	Many groups wide	At least 2 groups
Can shoot	Front group uncontrolled	Front group uncontrolled	Front groups controlled or uncontrolled	Figures on each side straight ahead uncontrolled
Can fight	Front group	Front group	Front group	Contacted groups fight
Support fight	1 group behind	1 group behind (closes up)	1 group behind	All not contacted
Take shooting hits (shock)	All groups	All groups	All groups	All groups
Take Fisticuffs hits (shock)	shared front 2 groups	shared front 2 groups	Shared ALL groups	Shared ALL groups
Bonus road movement	+1D6	+1D6	-	-
Easy to shoot at	+1 to hit		+1 to hit	+1 to hit
Formation Change Options	<p>Changing to Line can use the Form Up order to allow the lead Group to remain stationary and the second and third groups to form on them, to the left or the right side.</p> <p>Any subsequent Groups must dice separately for their movement in order to complete the Formation change.</p>	<p>Same as Closed column</p> <p>OR</p> <p>Can Form Up by wheeling each Group to their left or right, thereby forming a line. This requires one Action and is a Formation Change.</p>	Normal movement rules	<p>Cavalry fighting against an infantry square remove half their fisticuffs dice rounding up</p> <p>Infantry in square fighting in fisticuffs against cavalry add an additional D6 for each 2D6 they already have.</p>