

# Quick Reference Sheets

## (Revolution and Webleys)

Visit [www.quickplayrules.com](http://www.quickplayrules.com) to download a copy of these sheets.

### Note:

- If any hits are scored then at-least one hit must be applied.
- Atleast one dice is thrown in any circumstance.

## Initiative Phase:

- For each player:
- Taking the size of their force at the start of the game excluding staff teams. This is the total number of bases, excluding commanders.
- Divide by 6 and round up to the next whole number.
- This is the number of dice to be thrown by that player in each initiative phase per turn.
- The minimum number of dice to be thrown is 1.
- Throw the dice and sum the pips.
- Add also the total number of units with 2 or more hit tokens in the army and deduct from the dice score.
- Also add +2 for each scout unit in command radius of a Commander and if the scout unit does not have any friendly foot or cavalry units forward of the scout unit's front edge. This front edge line is extended out to any board edge.

## Activation Phase

The player with initiative identifies all units they want try to activate. These are marked with a number of tokens.

- One token equals one activation role for that specific unit.
- A unit may be allocated more than one token.
- The total number of activation tokens available each turn, is equal to the number of units on the board, excluding commanders.
- The other player then identifies all units they want to activate.
- Commanders are always automatically activated.

Once all units that the players wish to activate have been identified and tokens allocated. The players roll a D6 for each allocated tokens. Starting with the player with initiative, to activate a unit.

- If a unit fails to activate then remove the token.
- If a unit passes the activation roll, then any surplus tokens allocated to that unit are discarded.
- Tokens are left to indicate units, which have been successfully activated.

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### Activation Roll Table:

**Regular Units:** These units automatically activate.

**Para-military Government/Police:** These units activate on a 2+ roll.

**Guerrilla/Gangland/Irregular Militia:** These units activate on a 3+.

**Ground Attack Aircraft:** These are declared before rolling the activation check.

- Aircraft need to be activated on a 3+ roll during the activation phase.
- Each aircraft sortie can only be called once per turn and must be activated that turn.
- An aircraft sortie can only be rolled for activation for a maximum of two turns in any three turns.

### Reform Phase:

These represent battle-damaged units reforming and feeding fresh men into the battle line. Casualties are being moved to the rear and replacements being received.

The reform phase is completed in the following sequence of events:

1. A unit can have a single hit token removed from a fresh supporting unit being in range (2M). See support unit rule above. Or a 2R unit may have a hit token removed. No unit can have more than 1 hit token removed in any reform phase. No unit if it has sustained any hit tokens may recover to less than 2 hit tokens.
2. Vehicle, Cavalry and Scout units may disengage units if they have not removed any hit tokens in the current reform phase. See **Disengage Rules** above.

### Common To Hit Factors Table:

This table is used to adjust the pool of dice thrown for a specific unit. This table is used in the shooting, charging and hand-to-hand phases.

**Note: Dice adjustments are accumulative.**

- **-2 Dice:**
  - If Scouts or If Civilian of any type.
  - If it is nighttime.
- **-1 Dice:**
  - If a Limited unit.
  - If a Raw unit.
  - For each hit token currently with the unit.
  - If led by a hated Commander who is in and is in command distance of the base.
- **+1 Dice:**
  - If Battle hard unit.
  - If Fresh unit.
  - If Regular Army and target/opponents are not Regular Army.
- **+2 Dice:**
  - If a reinforced unit.

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### Shooting To Hit Factors Table:

This table is used to adjust the pool of dice thrown for a specific unit to hit a target.

**Note: Dice adjustments are accumulative.**

- **-2 Dice:**
  - If shooters are 2R.
  - If shooters are single shot weapon.
  - If target is in any terrain.
  - If shooter is artillery (not horse artillery), vehicle or cavalry and moved in the previous turn.
  - If shooters are an Enhanced Anti Tank Gun.
  - If base is not active and is returning fire at an activated base in response to being fired upon.
- **-1 Dice:**
  - If target is Scouts or Artillery.
  - If Shooters are artillery and the target is Scouts or Artillery.
  - If shooter is horse artillery and is crash firing.
  - If shooters are standard Anti Tank Gun.
- **+1 Dice:**
  - If the target is 2R in the open and the shooters are any Artillery or any Anti Tank Gun.
  - If shooters are bow at any range and target is Foot or Cavalry.
- **+2 Dice:**
  - If shooters are machine gun.
  - If shooters have Shooting Capability.
- **2/3 Dice: (Lose 1 per 3 dice)**
  - If shooters are not Artillery or Tribal or vehicle and in terrain and not in fortifications and target is at short range.
- **1/2 Dice: (Lose 1 per 2 dice)**
  - If any shooting at Long Range.
  - If shooters are not Artillery or Tribal or vehicle and in terrain and not in fortifications and target is at long range.

### Shooting Hits Received Adjustment Table:

This table is used to adjust the number of hits inflicted from shooting.

**Note: Hit adjustments are accumulative.**

- **-2 Hits:**
  - If Shooter is Light Anti Tank Gun and target is enhanced armour defense.
- **-1 Hit:**
  - If a 1R unit.
  - If a Battle hard unit.
  - If shooter is Light Anti Tank Gun and target is standard armour defense.
  - If shooter is Standard Anti Tank Gun and the target is Enhanced Armour Defense.
  - If the target base is Regular Army or Guerrilla/Gangland/Irregular Militia, in cover, who have not fired this shooting phase or been fired upon during this shooting phase.
- **+1 Hit:**

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- If a raw unit.
- If shooter is Standard Anti Tank Gun and the target is Light Armour Defense.
- If shooter is Enhanced Anti Tank Gun and the target is Standard Armour Defense.
- If Vehicle and hit by any Anti Tank Gun at close range if the shooters are not Light Anti Tank Gun or Machine Gun.
- If not Vehicle and hit by Ground Attack Sortie or Machine Gun.
- If Gas Attack and this is not the first Gas Attack fired by the controlling player.
- **+2 Hits:**
  - If shooter is Enhanced Anti Tank Gun and the target is Light Armour Defense.
  - If Gas Attack and is the first Gas Attack fired by the controlling player.

## Charging To Hit Factors Table:

This table is used to adjust the pool of dice thrown for a specific unit.

**Note: Dice adjustments are accumulative.**

- **+2 Dice:**
  - If foot cavalry defence v's cavalry and the foot unit did not move or initiate a charge in the previous turn.
  - If Infantry Anti Tank Defense v's Vehicles.
  - If 2R.
  - If Assault Engineers v's Fortifications.
  - If defending Fortifications.
- **+1 Dice:**
  - If Shock Charge Ability and not Foot v's Cavalry.
  - If Infantry Anti Tank Defense v's other than Vehicles.
  - If Assault Engineers v's other than fortifications.
  - If uphill.
  - If lead by a Charismatic or Rash Commander and is within command distance.
  - If lead by a Defensive Commander and did not initiate the charge.
- **-1 Dice:**
  - If not Assault Engineers and in cover and initiated charge v's vehicles.
- **-2 Dice:**
  - If not Assault Engineers and not in cover and initiated charge v's vehicles.
- **½ Dice: (Lose 1 per 2 dice)**
  - If Artillery.
- **¾ Dice: (Lose 1 per 3 dice)**
  - If fully or part in terrain and not Artillery, Tribal or Scouts.

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### Charge and Hand to Hand Combat Hits Received Adjustment Table:

This table is used to adjust the number of hits inflicted from a charge.

**Note: Hit adjustments are accumulative.**

- **-2 Hits:**
  - If Enhanced Armour Defense.
  - If winners are Cavalry and losers are any vehicle.
- **-1 Hit:**
  - If a 2R unit.
  - If a Battle hard unit.
  - If Standard Armour Defense.
- **+1 Hit:**
  - If a raw unit.
  - If charging tribal lost to other than tribal and the winners are fresh.
    - Except if the winners are Scouts.
  - If not tribal and lost to charging tribal.
  - If lost fighting in Fortifications.
  - If losers are Civilian of any type.
- **+2 Hits:**
  - If losers are Cavalry v's any Vehicle.

### Hand to Hand To Hit Factors Table:

This table is used to adjust the pool of dice thrown for a specific unit.

**Note: Dice adjustments are accumulative.**

- **+2 Dice:**
  - If foot cavalry defence v's cavalry and the foot unit did not move or initiate a charge in the previous turn.
  - If hand to hand ability and not v's Vehicle and not foot v's cavalry with hand to hand ability.
  - If Infantry Anti Tank Defense v's Vehicles.
  - If Assault Engineers v's Fortifications.
  - If defending Fortifications.
  - If 2R.
- **+1 Dice:**
  - If tribal and opponents are not tribal and are not classed as fresh.
  - If Infantry Anti Tank Defense v's other than Vehicles.
  - If Assault Engineers v's other than fortifications.
  - If uphill.

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- If lead by a Charismatic or Rash Commander and is within command distance.
- If lead by a Defensive Commander and did not initiate the charge.
- **-1 Dice:**
  - If not Assault Engineers and in cover and initiated charge v's vehicles.
- **-2 Dice:**
  - If not Assault Engineers and not in cover and initiated charge v's vehicles.
- **1/2 Dice:**
  - If Artillery.
- **3/4 Dice:**
  - If fully or part in terrain and not Artillery, Tribal or Scouts.
- **-1 Dice:**
  - If tribal and opponents are not tribal and are also classed as fresh.
- **1/2 Dice:**
  - If Artillery.
- **3/4 Dice:**
  - If fully or part in terrain and not Artillery, Tribal or Scouts.

## Movement Distances:

- All foot move 1M. (Exception: Artillery).
- All scouts move 2M including in terrain.
- All scouts led by scout master and not in terrain or do not pass through terrain, can move 3M.
- All cavalry move 2M.
- All tribal move 2M including in terrain.
- All cavalry (including Tribal) disengage move is 1M.
- All movement that is fully along a road +1M.
- All foot and cavalry are limited to 1M when any part of the base is in any terrain or passes through any terrain. This does not apply to any Tribal or vehicle unit.
- The unit must start in command distance of their Commander to make a movement action.
- All vehicles move as per their speed capability, except when moving through terrain will reduce the distance by 1M. This does not apply to fully tracked vehicles or armoured trains.
- **Vehicle Slow:** The maximum move distance is 1M.
- **Vehicle Standard:** The maximum move distance is 2M.
- **Vehicle Fast:** The maximum move distance is 3M.
- *Any unit can always move up to 1M if it has sufficient action points.*

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### Common Shooting, Charging, Movement, and Disengage Actions Table:

Actions are expended for each of the following:

**Note: Action point adjustments are accumulative.**

- **+1 Action Point:**
  - For each unit to move >0M.
  - For each unit to charge unless 2R or Tribal.
  - For Tribal to move in the open >1M.
  - Turn a Tribal to unit face in any direction. The unit's movement distance for this action is 0M.
  - To move any other than Tribal Foot or Scouts through any terrain.
  - To disengage a vehicle, cavalry or scout unit during the reform phase.
  - Move artillery to either limber up/unlimber. During this action the unit has a movement of 0M.
  - For any Rash led unit or units to remain stationary unless defending obstacle, battlefield defense's or fortifications.
  - For any Cautious led units to advance nearer enemy units unless moving into cover or fortifications.
  - For any Cautious led units to charge.
  - For any to shoot.
  - For any other than Assault Engineers to move through Battlefield Defense's.
- **0 Action Points:**
  - Turn a unit other than a Tribal to face in any direction. The unit's movement distance for this action is 0M.
  - Any Scout unit or Staff team to attempt flee.
  - Any unit to conduct hand-to-hand combat.
  - For Assault Engineers to move through Battlefield Defenses.
  - For a base that is not activated, to return fire if shot at by an activated enemy base during the shooting phase.

## Shooting Ranges

### Short range:

- Foot: Pistols and sub machine guns 1M.
- Cavalry: (All) 1M.
- Light Anti Tank Capability: 2M
- Standard Anti Tank Capability: 3M
- Enhanced Anti Tank Capability: 4M
- Artillery: (All) 2M.
- Single Shot Weapons: 1M.
- Infantry Close Anti Tank Defense: Not possible. Only can be claimed in the charge and hand-to-hand phases.
- Machine Guns: 2M.

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### Long Range:

- Foot bows and Foot assault rifles: 2M.
- Rifles/rifled bore: 3M.
- Single Shot Weapons: Not Allowed.
- Machine Guns: 4M.
- Foot: Pistols and sub machine gun: Not Allowed.

### Any Cavalry:

- Not Allowed.

### Field Gun/Howitzer Artillery:

- Light: 12M.
- Medium: 14M.
- Heavy: 16M.

### Mortar Artillery:

- Light, close support/"Unit": 3M.
- Medium, battlefield/"Brigade" support: 6M.
- Heavy, upper echelon/"Corps" Support: 9M.

### Anti Tank Guns:

- Light Anti Tank Capability: 4M
- Standard Anti Tank Capability: 6M
- Enhanced Anti Tank Capability: 8M.

### Note:

- Artillery ranges are artificially shorter to reduce complete dominance of the playing area. This is to improve the overall game experience.

Only Tribal units have the option to use bows and are not limited to just u