Reference Sheets

These reference sheets are to be used in conjunction with the main rules. Firearms are defined as including any weapon that uses gunpowder. (pistols, carbines, harquebus, musket or rifles).

Common dice adjustment table
This table is used for shooting, charging and melee dice. Excludes Artillery.

-2 dice	If scouts and target/opponents are not scouts. If preforming a 2nd or more shooting, charge or melee action in the same phase If not tribal in terrain.
-1 dice	For each current hit on the formation. Maximum of -4 dice for this cause.
+1 dice	If professional or mercenaries.
+2 dice	If classed as fresh.

Shooting to hit adjustment table
This table is used to adjust all shooting dice. Except for Artillery shooting.

-2 dice	If not artillery and conducting 2nd shooting action in a single turn. If target is scouts and shooters are not scouts. If cavalry is shooting. If 2R shooting.
-1 dice	If shooters are crossbow. If tribal shooting at long range.
+1 dice	If breach loading, any bow or longbow. If rifled bore small arms.
+2 dice	If enhanced shooting ability

Reduce to ½ of Dice for any of:
If any formation in FCD.
If target is at long range.
If target in cover.

Shooting Ranges
Shooting ranges for all except artillery.

Short range	All weapons.
Long range	Slings, Bows, Muskets and Rifled carbines. 2M Longbows, foot artillery (Gatling guns) and Rifles.3 M. Smooth bore horse artillery and bolt throwers or similar. 50% depth. Rifled bore horse artillery. 75% depth. Mortar and Rocket Artillery firing high trajectory shells: 75% depth. Smooth bore foot artillery, medieval artillery, Large bombards and siege weapons: 100% Rifled bore foot artillery: 125% depth.

Shooting hits received response.
This table is used to adjust the total hits received from shooting. Including artillery.

+1 hit	For each: If raw, 2R, elephant
-1 hit	If elite. If 1R. If opt to recoil. If Armored and not shot at by any firearms or artillery. If fully Armored and shot at by longbow or crossbow. If Unarmored hit by any bow, crossbow or long bow.
-2 hits	If fully Armored and not shot at by any firearms or artillery or longbow or crossbow.

Charge action to hit dice		**Melee phase to hit dice**	
+4 dice	If foot cavalry defence vs cavalry.	+4 dice	If foot cavalry defence vs cavalry.
	If impact pistol standing to receive or charging.		
+2 dice	If lancer charging or counter charging.	+2 dice	If pike block.
	If shock charging or counter charging.		If fresh phalanx
	If pike block standing to receive.		If defending fortification.
	If fresh phalanx standing to receive.		If war-wagon vs cavalry.
	If fresh tribal charging/counter charging.		If impact pistol in same turn as charged or was charged.
	If defending fortification.		If defending uphill.
	If elephant.		If enhanced hand to hand ability.
	If heavy chariot.		If tribal and opponents are not fresh.
	If defending uphill.		
+1 dice	If Spear.	+1 dice	If not fresh phalanx.
	If not, fresh phalanx standing to receive.		If any chariot
	If 2R.		If elephant.
	If not fresh tribal charging/counter charging.		If spear.
	If any charging.		If 2R.
			If war-wagon vs foot.
-1 dice	If halberd.	-1 dice	If halberd.
-2 dice	If foot cavalry defence vs foot	-2 dice	If foot cavalry defence vs foot.
			If tribal and opponents are fresh.

Charge and Melee hits received adjustment	
+2 hits	If not fresh and lost to tribal.
	If tribal and lost to other than tribal.
	If any who lost to chariot or war-wagon.
	If lost to elephants.
	If elephants who lost to any.
+1 hit	If raw.
	If lost to halberd.
	If 1R lost to 2R.
-1 hit	If professional/mercenary
	if elite.
	If Armored and not vs any bases with firearms.
	If phalanx.
	If 2R.
-2 hits	If heavy Armored and not vs any bases with firearms or halberd.

Artillery shooting at long range

Smooth bore artillery, artillery that throws stones or fires bolts only throw a maximum of 2 dice to hit and can only inflict a maximum of 1 hit if 1R in total per shooting action point before the shooting response is applied, or a maximum of 2 hits if 2R in total per shooting action point before the shooting response is applied.

Mortar or rocket artillery only throw a maximum of 2 dice to hit and can only inflict a maximum of 2 hits in total per shooting action point.

Rifled bore artillery only throws a maximum of 3 dice to hit. And may only score a maximum of 2 hits in total per shooting action point.

Artillery shooting at short range

Smooth bore artillery only throws a maximum of 4 dice to hit.

Rifled bore artillery and artillery that shoots bolts only throw a maximum of 3 dice to hit.

Artillery that throws a stone or ball cannot shoot at short range.

Mortar and rocket artillery cannot shoot at targets at short range.

Bounce through rules do not count for gunpowder smooth bore artillery at short range.

Bounce through from artillery shot/stones/bolts

Measure a line from the center of the formation to the center of the target formation and extend through and beyond the target formation.

Throw 1d3. This is the number of MU the shot has bounced along this line, measured from the front edge.

If this contact with any base of any other formation (friendly or enemy) then that unit immediately receives a single hit and only a single hit. This hit cannot not be mitigated and must be applied to the formation and resolved straight away.

Artillery in contact with any enemy formation

Throw only 2 dice in all cases.

Movement Distances

1MU	Foot in open, foot in terrain, foot in column of march, limbered foot artillery.
2MU	Scouts, cavalry, all tribal in terrain, all limbered horse artillery. Foot in March column.
3MU	Scouts, cavalry in March column. Generals.
+1MU	If using maneuver order and last action point this turn was move. If column of march.

Turn Sequence

- Flank march phase.
- Initiative phase.
- Action point phase.
- Melee phase.
- End of turn phase.

Action point costs

1 AP	Each Reform, Shooting, Charging, Move action. All horse artillery to unlimber: Move formation from any into 1R/2R. Move formation from "Column of March" into 1R/2R. Any formation, changing direction: 1 action point. Not affected by terrain. Any to interpenetrate any. Move formation from "Column of March" into any within 3MU of any enemy formation, except enemy generals: Additional 1 action point. Not affected by terrain.
2 AP	Move formation into "Foot vs Cavalry defence". Move formation into "Skirmish". Move formation into "Column of March". Move formation to dismount/mount into/from a skirmish line/1R: 2 action points. All artillery to limber: All artillery that is not horse artillery to unlimber: To Disengage. Stand Action.
0 AP	Counter charge. Generals to flee. Scouts/skirmish to flee.