

# QUICK REFERENCE

## MOVEMENT RATES

Infantry	Normal	March	Charge
Line (LI)	6	10	15
Light Infantry (LG)	8	15	20
Quick Infantry (SP)	10	15	20
<b>Cavalry</b>			
Line (LI)	15	20	25
Light Cavalry (LG)	20	25	30
Quick Cavalry (SP)	25	30	35

## FIRING:

The following steps are used to calculate hits and casualties:

- Calculate the number of shots fired (some figures can fire twice in the same turn) and the number of figures that are shooting, according to the visibility rules and firing range of the unit
- Determine if the target has the benefit of cover
- The firing player rolls as many dice as shots fired, adding or subtracting the firing factors as specified.
- A hit is scored on every roll that equals or exceeds the difficulty value, depending on range
- The player of the target unit makes as many evasion throws as hits received. One figure is removed for each failed Evasion throw.
- Officers, guide, escort, flag and musician figures are always the last casualties; all other figures must be removed before them

## Difficulty according to firing range

Short:	5
Medium:	7
Long:	9

## Firing Modifiers

- Precision shooting: on the previous activation the unit didn't move and shot at the same target unit  
Modifier +1
  - The target is cavalry  
Modifier -1
  - Not aimed shot: the unit has regrouped during the activation  
Modifier -1
  - The firing unit is cavalry and has moved or will move this turn  
Modifier -1
- These are added to or subtracted from the die roll

## Cover modifiers

Light Cover	+1
Medium Cover	+2
Heavy cover	+4

The above are added to or subtracted from the evasion die roll.

## MELEE PROCEDURE:

The following points must be taken into account:

- All figures of a unit in melee must have at least one opponent
- Casualties are assigned to Command units only when no other option is possible. Officers are always the last figure eliminated in any melee.

# MOVEMENT

## TERRAIN EFFECTS / MOVEMENT

## INFANTRY CAVALRY

Light Wood	-2	-5 @#
Wood	-4 #@	Not allowed
Heavy Wood	-6 #@	Not Allowed
Jump a wall or a barrier, each 2cm. (max 6cm. High)	-4 #@	-2#
Moving inside buildings	-1 #@	Not allowed
Ford	-2	-1
Moving in a track	+2	+3
Moving in a path	+4	+6
Moving in a road	+6	+8
Crops, Brush, Orchards, Vineyards, etc....	-2	-4
Rocky land or steep hills	-4 #@	-6 #@

# no march movement

@ no charge movement

## TERRAIN EFFECTS / COVER

## INFANTRY CAVALRY

Light Wood	M	L
Wood	H	M
Heavy Wood	H	H
Wall or barrier 2cm.	L	
Wall or barrier 4cm.	M	L
Wall or barrier more than 6cm.	H	H
Inside a building	H	
Crops, Brush, Orchards, Vineyards, etc.	L	
Rocky land or steep hills	M	L

L= Light M= Medium H= Heavy

## MELEE

## FIRING

## RANGE

## WEAPON Short Medium Long

Infantry Musket	IM	15	25	40
Light Infantry Musket	LM	20	30	45
Infantry Carbine	IC	10	20	30
Rifle	RF	25	35	55
Gun	PT	5	10	15
Cavalry Musket	CM	15	25	35
Cavalry Carbine	CC	10	20	25
Cavalry Rifle	CR	20	30	40

## MELEE

## MELEE SITUATION

## FACT.

The unit has charged*	+2
Cavalry with lance against infantry*	+2
Cavalry with lance against cavalry *	+1
Cavalry with cuirass	+1
Infantry charging against cavalry*	-2
Charge led by command*	+1
Fighting from higher level	+
Cavalry fighting in woods	-1
Elite unit	+2
Veteran unit	+1
Raw unit	-1
Hidden unit discovered	-2
Unit in light cover	+1
Unit in medium cover	+2
Unit in heavy cover	+3



Gun Type	Calibre and Regulations
I	3pdr, 4pdr light cannon and regimental pieces
II	5pdr, 6pdr medium cannon and light carronades
III	8pdr, 9pdr medium cannon, heavy carronades, light mortars and howitzers
IV	12pdr and heavier cannon, medium mortars and howitzers

The minimum number of crew members for each gun is determined by the type:

I	2 crew
II	3 crew
III	4 crew
IV	4 crew

Gun Type	Movement
I	6cm.
II	6cm.
III	4cm.
IV	4cm.

### DEVIATION

Accuracy was the main factor that defined the quality of an artillery crew. Better crews fired their guns more accurately. Each time a gun is fired roll a deviation die based upon the crew quality:

- Elite: D6
- Veteran: D8
- Regular: D10

If the die roll is a 1, 2 or 3 the shot is accurate and hits the target. If the result is 4 or higher, the shot is inaccurate and deviates from the target to some degree.

To calculate deviation the owner of the firing unit throws a die. Use a D8 if the target is in effective range, a D10 if the target is in long range. The shot deviates by the number of cm. shown by the total. The shot deviates in the direction that the tip or point of the die is facing on the table, measured from any of the miniatures (chosen by the firing player) on the perimeter of the unit.

## ARTILLERY

Gun Type	Canister Effective range	Long range
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I	20	30
II	20	35
III	25	40
IV	30	45

### Shell & Round shot

Gun Type	Effective range	Long range
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I	30	40
II	35	45
III	45	65
IV	50	75

### FFIRING PROCEDURE

Choose the type of ammunition to be fired and measure the distance from the muzzle of the gun model to the desired point of impact. The point of impact can be any spot on the table; it does not have to be a figure.

Place a D6 at the point of impact. This is called the impact die

Calculate accuracy and deviation (see 9.12). Move the impact die to the final location

If the final location of the impact die is within any portion of the unit perimeter, the unit is hit.

Cross reference the type of gun, ammunition and range on the Artillery Table to find the effects of a hit. There are two numbers separated by a dash. The number on the left indicates the number of figures that have been hit. The number on the right indicates the evasion throw success number for each of those hits.

Roll the appropriate number of evasion throws. Use the highest die type for either combat (melee) or shooting (firing) for the target unit. Add the appropriate artillery fire modifiers.

Remove any losses.

## COMM. & LEADERSHIP

### COMMAND RANGE

Foot Officer	10cm.
Foot Staff	15cm.
Foot HQ	20cm.
Mount. Officer	15cm.
Mount. Staff Off.	20cm.
Mount. HQ	30cm.



## FORMED UNITS

### BENEFITS ON FIRING

The formed unit's shooting dice should be one level better than allowed by their profile (if they have a D6 they may use a D8, and so on.) They receive an additional +1 to the score for being formed. If the unit has a D12, add +2 to each firing roll if the unit is formed.

### BENEFITS ON MELEE

Formed units use combat dice one level better than allowed by their profile (if they have a D6 they may use a D8, and so on.) They receive an additional +1 to the score for being formed. If the unit has a D12, add +2 to each combat roll if the unit is formed.

### TERRAIN EFFECTS / MOVEMENT

### INFANTRY FOMAT. CAVALRY FORMAT.

Light Wood	-2	UNIFORM	-5 @#	UNIFORM
Wood	-4 #@	UNIFORM	Not allowed	
Heavy Wood	-6 #@	UNIFORM	Not Allowed	
Jump a wall or a barrier, each 2cm. (max 6cm. High)	-4 #@		-2#	
Moving inside buildings	-1 #@	UNIFORM	Not allowed	
Ford	-2		-1	
Moving in a track	+2		+3	
Moving in a path	+4		+6	
Moving in a road	+6		+8	
Crops, Brush, Orchards, Vineyards, etc....	-2		-4	
Rocky land or steep hills	-4 #@		-6 #@	UNIFORM

# no march movement

@ no charge movement