

Actions & Abilities

Unit Type	Free Actions	Non-Free actions (2D6 modified by Discipline vs. Leadership)	Move	Fire	Fight	Disc	Pts
Regular Infantry	Fire, Stand to	Move, ATD (x2 only), Skirmish, Close Order, Volley Fire, Attack, Rally	6	5+	5+	+1	6
Irregular Infantry	Fire, Stand to	Move, ATD (x2 only), Skirmish,, Attack, Rally	6	5+	6	0	4
Tribal Infantry	Move, Stand to	ATD (and then Attack), GTG, Skirmish, Fire, Attack, Rally	8	6	5+	0	3
Regular Mounted Infantry	Move, Stand to	ATD, Skirmish, Fire (as modern rifles on foot), Attack, Rally	8	5+	5+	+1	6
Irregular Mounted Infantry	Move, Stand to	ATD, Skirmish, Fire (as obsolete rifles on foot), Attack, Rally	8	5+	6	0	4
Regular Cavalry	Attack, Stand to	Move, ATD (and then may Attack), Skirmish, Fire, Rally	10	5+	4+	+1	6
Irregular cavalry	Attack, Stand to	Move, ATD (and then may Attack), Skirmish, Fire, Rally	12	6	5+	0	4
Tribal cavalry	Attack, Stand to	Move, ATD (and then may Attack), Skirmish, Fire, Rally	12	6	5+	0	3
Well Drilled crewed Weapons	Stand to	Limber, Unlimber, Move, Fire, Rally	4	4+	6	0	6
Poorly Drilled crewed Weapons	Stand to	Limber, Unlimber, Move, Fire, Rally	4	5+	6	-1	4
All Pinned Units	Rally (Compulsory)		-	-	-	-	-

Movement Effects

Terrain	Effect
Obstacle	Move up to obstacle and halt; then next turn move with no delay.
Difficult	Half movement, except Tribal infantry.
Impassable	Cannot be crossed.

Firing

	Short range 1 hit = 1 Figure	Long Range 2 hits = 1 Figure	Method	Target	Leaders
Modern Rifle	0 - 12	12 - 24	1D6 per fig. ½ if skirmishing Equal or beat own Fire Value (+1 if Volley fire) = 1 Hit	In soft cover, add 1 to hits required. In Hard cover, add 2 to Hits required. In Close Order +1 to Fire value GTG hit Short range only	If unit suffers casualties, roll 2D6 – Double 1 means Leader Killed
Obsolete Rifle/Modern Carbine	0 - 9	9 – 18			
Antiquated Musket/ Obsolete Carbine	0 - 6	6 - 12			
Ragtag Muskets & Spears	0 - 6	None			
Field Guns	0 - 16	16 - 36	2D6 per crewman	Cover counts 1 point less	
Rocket	None	16 - 36	1 Pin Test per crewman. No Hits	Nil	Nil

Attacking

Method	Hits	Defenders	Loser	Winner	Draw	Leaders
<p>Both sides throw 1D6 per figure (Half if Gone to Ground).</p> <p>Equal or beat Fight Value (+1 if in Close Order) = 1 Hit</p>	<p>1 Hit = 1 figure removed.</p> <p>2 Hits from infantry/crewed weapons = 1 cavalry figure removed (except Mounted Infantry).</p>	<p>Infantry and Crewed Weapons defending hard cover, obstacles or being uphill add 1 to number of Hits required to remove figure.</p> <p>Soft cover and difficult terrain have no effect</p>	<p>Retreats a half move.</p> <p>Tests for Pinning</p>	<p>Remains in current position except: Attacking cavalry (except Mounted Infantry; may follow up by attacking same defending unit again, or another within half a move if original defending unit removed from play.</p> <p>Attacking unit may occupy an obstacle or building previously held by defending unit.</p>	<p>Attacking unit retreats a half move.</p> <p>Neither takes a PIN test.</p>	<p>Any unit suffering casualties rolls 2D6 - a double 1 means a Leader is killed</p>

Pinning

When	Method	Pass	Fail
<ul style="list-style-type: none"> • If suffering casualties from Firing. • If beaten in an Attack. • If witnessing friendly unit removed within 12. 	<p>Roll 2D6 modified by Discipline</p> <p>-1 per casualty from this round of Fire, vs. Leadership</p>	<p>Don't add more Pinned markers.</p> <p>(Retain any existing Pinned markers).</p>	<p>Add a Pinned marker.</p> <p>(Retain any existing Pinned markers).</p>

Rallying

When	Method	Pass	Fail, total above 2	Fail, total 2 or less
<p>Must Rally Pinned units</p>	<p>Roll 2D6 modified by Discipline</p> <p>-1 per Pinned marker, vs Leadership</p>	<p>Remove all Pinned markers (can be activated next turn).</p>	<ul style="list-style-type: none"> • Remains Pinned • Retreats a half move 	<ul style="list-style-type: none"> • Routs and is removed from game. • Test friendly units within 12