

QUICK REFERENCE SHEET

Sequence of Play

- Both players bring their hands back up to their starting number, minus any losses.
- One player draws a card from the draw pile to determine who has the Initiative.
- Player B (the loser of the draw) fires their artillery (morale check if target loses a stand).
- Player A fires their artillery (morale check if target loses a stand).
- Player A moves their units (including generals). All chosen units are moved.
- Close Combat if unit movements causes a combat plus morale checks.
- Player B moves their units (including generals). All chosen units are moved.
- Close Combat if movement causes a combat plus morale checks.
- Discard any unwanted cards.

Close Combat (10cm/ Rifles 15cm)

Troop Type	Suit
Raw	Hearts
Trained	Hearts & Diamonds
Veteran	Hearts, Diamonds & Spades
Elite	Hearts & Diamonds, Spades & Clubs

Movement (cm)	Line	Col	Skirm	Limb	Unlimb	Charg
Infantry	10	15	15	-	-	+2
Cavalry	14	18	18	-	-	+6
foot artillery	-	-	-	10	2	-
horse artillery	-	-	-	14	4	-
Generals	25	-	-	-	-	-

Terrain Type	Infantry	Cavalry	Artillery
Hills (Steep)	Rough	Difficult	Difficult
Hills (Shallow)	Rough	Rough	Rough
River	Impassable	Impassable	Impassable
Ford	Difficult	Difficult	Difficult
Bridge	Rough	Rough	Rough
Stream	Rough	Rough	Difficult
Woods	Rough	Difficult	Impassable
Vineyards	Rough	Difficult	Difficult
Fields	Rough	Rough	Rough
Marsh	Difficult	Impassable	Impassable
Swamp	Impassable	Impassable	Impassable
Gullies	Difficult	Difficult	Impassable
Cliffs	Impassable	Impassable	Impassable
Walls	Difficult	Impassable	Impassable
Hedges	Rough	Difficult	Impassable
Buildings (incl Villages/Towns)	Rough	Rough	Difficult

ARTILLERY FIRE

Weapon	Range (cm)			
	Close	Effective	Long	
3/4 pdr guns	0 - 10	10 - 20	20 - 30	Fire v troops in open Play a King at long range. King or Queen at Close and Medium ranges. March columns receive double casualties. Fire v Deployed Artillery/Commanders: Play a Queen or a King to hit plus another King, Queen and an Ace. Artillery fire against a limbered target only requires a Queen or King to be played. Fire v Skirmishers & Troops in Buildings only a King can cause a stand's removal. Fire against troops in buildings requires a King and a Queen. If an Ace is also played the building is destroyed and on fire.
6pdr	0 - 15	15 - 30	30 - 45	
8/9 pdr guns	0 - 20	20 - 40	40 - 60	
12 pdr guns	0 - 25	25 - 55	55 - 80	
6/8" howitzers	0 - 12	12 - 26	26 - 38	
# of cards	3	2	1	

Positive Situation	Effect	Negative Situation	Effect	For every 20 points used, the enemy loses a stand. (The winner can play an extra card on a retreating unit). For each stand lost in a Brigade, the Brigade CO, or nearest general within 5cm, draws from the draw pile. Ace+, = general is removed.
Unit is defending uphill	+1 to each card played	Target is skirmishers	-1 to each card	
Unit is defending cover	+1 to each card played	Each stand lost	-1 to each card	
Unit is attacking flank or rear	+2 to each card played	Unit is in a building/BUA	-1 to each card played unless a skirmisher unit	
Infantry in line v infantry in column	+1 to each card played (British troops +2) (Does not apply if unit is reduced to a single stand)	Unit is in rough terrain	-1 to each card played unless a skirmisher unit in which case ignore the modifier	
Infantry in column v infantry in line	+1 to each card played (only if bases are touching)	Unit is in difficult terrain	-3 to each card played unless a skirmisher unit in which case -1	
Infantry v infantry in square	+2 to each card played	Cavalry v infantry in square	-2 to each card played	
Cavalry v infantry in not in square	+2 to each card played	Artillery v any troops	-3 to each card played	
Lancers in melee	+2 to the 1st card played	Lancers in melee	-1 to each card played after the first round	
Heavy cavalry v Light cavalry	+2 to each card played			

Morale	
Troop Type	Starting Morale
Raw	4
Trained	3
Veteran	2
Elite	1
Modifiers	
Commander is:	
Poor: add 1 to the card score	
Average: add 2 to the card score	
Good: add 3 to the card score	
Each stand lost deducts 2 from the card score	
Defending buildings or cover adds 2 to the card score	

Score is	Results if the morale test is failed:
-1 to -2	Retreat a full move towards the nearest cover away from enemy troops.
Score -3 or more	Rout. Move the unit a double move straight back towards the friendly baseline. If the unit passes within 10cm of an enemy unit, it surrenders. Test again in the following morale phase.