

QUICK REFERENCE SHEET

ACTIVATING YOUR UNITS

- At the Double (any unit except Crewed Weapons)
- Attack (any unit except Crewed Weapons)
- Fire (any unit)
- Form Close Order (Regular Infantry only)
- Go to Ground (Tribal Infantry only)
- Move (any unit)
- Rally (any unit)
- Skirmish (any unit except Crewed Weapons)
- Stand To (any unit)
- Volley Fire (Regular Infantry only)

FREE ACTIONS

Unit Type	Free Actions
Regular and Irregular Infantry	Fire, Stand To
Tribal Infantry	Move, Stand To
All Cavalry	Attack, Stand To
Crewed Weapons	Stand To
All Pinned units	Must attempt to Rally as a free action

TESTING TO TAKE NON-FREE ACTIONS

Roll two dice and add the total, modified by the unit's Discipline:

- If the total is equal to or higher than your Leader's Leadership value (or 8+ if Leaderless), the unit succeeds and carries out that action.
- If the total is lower, the unit fails. It remains stationary, taking no action at all.

THE PINNING TEST

Roll two dice, add the total, and from this:

- Subtract one for every casualty that the unit has taken in the action causing this test (0 when caused by friends being removed from play)
- Modify by the unit's Discipline

The result must equal or better the Leadership value of the unit's Leader to pass the test (or 8+ if Leaderless). Resolve the outcome shown below immediately:

- If passed, the unit does not add any additional markers, but retains any Pinned markers it already has.
- If failed, the unit retains its Pinned markers, and adds one additional marker.

THE RALLY TEST

To take a Rally test, roll two dice, add the total, and from this:

- Subtract one for every Pinned marker the unit has
- Modify by the unit's Discipline

The result must equal or better the Leadership value of the unit's Leader to pass the test (or 8+ if Leaderless). Resolve the outcome shown below immediately:

- If passed, the unit is no longer Pinned and removes all Pinned markers. It may take no further action in your turn, but unless the unit is Pinned again before your next activation phase begins, it can be activated as normal at that time.
- If failed but the final total is above 2, the unit remains pinned. It must also immediately retreat a half move (see the later section on Retreating).
- If failed and the final total is 2 or less, the units immediately routs and is removed from the game.

Firearms Table			
Weapon	Short Range	Long Range	Notes
Modern Rifle	0-12"	12-24"	
Obsolete Rifle / Modern Carbine	0-9"	9-18"	
Antiquated Musket / Obsolete Carbine	0-6"	6-12"	
Field Gun	0-16"	16-36"	2 dice per crewman. Cover counts as 1 point less.
Machine Gun	0-12"	12-24"	3 dice per crewman. May jam.
Foot Bows	0-6"	6-12"	Old school! Usable only by infantry (for cavalry bows see below).
Tribal spears and rag tag muskets / Mounted Bows	0-6"	None	Tribal Infantry carry a variety of short range missiles. Includes mounted bows.



Space 1889 TMWWBK

Unit	Leader		Options	Speed	Firing	Fighting	Discipline	Weapons	Special rules	Notes	Points
British infantry		Regular infantry	Elite	6"	5+	5+	+2	Modern Rifle	May form close order, May Volley Fire		7
British sailors		Regular infantry	-	6"	5+	5+	+1	Modern Rifle	May form close order, May Volley Fire		6
Indian infantry		Regular infantry	Fierce, Poorly Armed	6"	5+	4+	+1	Obsolete Rifle	May form close order, May Volley Fire		6
HMS Glamorgan		Crewed Weapons	Flyer	10" (45/+45 degrees turn normal/double move)	4+	6	0	Machine-gun, 3-men crew	Always fired at long range when flying, Must test for jamming, Limited arc of fire. Flyers gets hits instead of crew on 1D6=1,2,3, Gun hits cause damage, ship destroyed after 8 hits.		
Besieged British		Regular infantry	Limited ammunition (1D6+1)	6"	5+	5+	+1	Modern Rifle	May form close order, May Volley Fire		6
Martian Legion		Irregular infantry	Cuirassiers Fierce, Poorly armed	6"	5+	5+	0	Antiquated musket	Unit is composed of 6 muskets, 6 melee weapons. 3 musket figures are Cuirassiers, two hits on melee to get killed)		3
Martian Legion		Irregular infantry	Cuirassiers Fierce, Poorly armed	6"	5+	5+	0	Antiquated musket	Unit is composed of 6 muskets, 6 melee weapons. 3 musket figures are Cuirassiers, two hits on melee to get killed)		3
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Kraag warriors		Tribal infantry	Flyers, Fierce	12"	6	4+	0	Spears, Javelins	Always fired at long range when flying, Follow-up, May attack at the double		
Canal martians mob		Tribal infantry	-	8"	6	5+	0	some Bows			
Canal martian shooters		Irregular infantry	Poorly armed, Poor shots, Fieldcraft	6"	6	6	0	Antiquated musket			
Radium guns		Crewed weapons	Well drilled	4"	4+	6	0	Radium gun, 0-24" Short, 25-54" Long ranges	1 fire dice/crew figure, 4 crew figures, ignores 1 point of cover, limited arc of fire		
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