

RAMPANT COLONIALISM!

CHEAT SHEET

MOVEMENT RATES

UNIT TYPE	NORMAL MOVE	CHARGE MOVE
Loose Order Unit	6"	8"
Formed Unit	4"	6"
Formed Units in Square	2"	2"
Mounted Formed Unit	10"	14"
Mounted Loose Order Unit	12"	16"
Horse Drawn Vehicle	2" per horse (max 8")	2" per horse (max 8")
Ox Drawn Vehicle	1" per ox (max 4")	1" per ox (max 4")
Individual on foot	6"	8"
Mounted Individual	12"	16"

This sheet includes the most commonly used charts from RC! It is not all inclusive, however, and if you have any questions, please refer to the RC! rules.

TERRAIN MODIFIERS TO MOVEMENT

TERRAIN TYPE	FOOT & LOOSE	FOOT & FORMED	MOUNTED & LOOSE	MOUNTED & FORMED	WHEELED
Open & Level	100%	100%	100%	100%	100%
Steep Hillside	50%	50%	50%	50%	25%
Light Woods	100%	75%	100%	75%	50%
Heavy Woods	75%	50%	75%	50%	NA
Buildings	75%	NA	NA	NA	NA
Fordable Water	50%	25%	50%	50%	25%
Rough Ground	75%	50%	75%	50%	25%
Low Obstacles*	-1"	-2"	-1"	-1"	NA
Going Prone	-0"	-0"	NA	NA	NA
Standing Up	-1"	-1"	NA	NA	NA
Change Facing by up to 180°	No cost	-1"	No cost	-2"	No cost
Changing Formation	See Below	See Below	See Below	See Below	NA
Charge Bonus	+2"	+2"	+4"	+4"	NA
Road Bonus	+2"	+2"	+4"	+4"	+2"

*Includes low walls, hedges, and similar. Taller obstacles will require special rules.

LOSS OF MORALE CHART

TYPE OF UNIT	LOSES TWO MORALE STEPS AT...
Irregular*	25%+ casualties
Elite Irregular	50%+ casualties
Regular	50%+ casualties
Elite Regular	75%+ casualties
Fanatic	75%+ casualties

*Includes regular units with irregular morale.

MORALE MODIFIERS

- +1 if the enemy is opposed by two or more friendly models at once
- +1 if the model is using a pistol
- +2 for a regular infantry model in a formed unit versus a model in an unformed unit.
- +1 if the enemy is routed
- +1 for cavalry versus infantry
- +1 for cavalry versus Irregular infantry (this is cumulative with the +1 bonus versus infantry)
- +1 for lancers versus non-lance armed models
- +1 if attacking from a height advantage (higher ground, castle wall, etc.)
- +1 Elite models
- -1 if the model is shaken or demoralized
- -2 if the model is routed
- -1 if attacking across an obstacle (such as a wall)
- -1 if the model is prone

COVER MODIFIERS FOR SHELL & SHOT

TYPE OF COVER	MODIFIER	NOTES
Hard	-2	Applies to stone walls, small stone buildings, etc.
Superhard	-4	Applies to bunkers, heavy stone structures, etc.
Entrenchments	-4	Applies to trenches, redoubts, etc. If the roll to hit was a natural "10", however, this modifier does not count as a direct hit has been scored!

CANISTER CHART

GUN SIZE	CANISTER RANGE	DICE
Light	10	4
Heavy	15	6

FIREARMS CHART

WEAPON	RANGES (IN INCHES)				RAPID FIRE?*
	CLOSE (C) 6	MEDIUM (M) 7	LONG (L) 8	EXTREME (E) 10	
Thrown Weapon	1	2	3	4	No
Musket Pistol	1	2	4	6	No
Pistol	2	4	6	8	Yes
Bow	3	6	10	16	No
Smoothbore Musket	4	8	12	20	No
Rifled Musket	4	12	20	25	No
Carbine	4	8	12	20	Yes
Rifle	4	12	20	25	Yes
Advanced Rifle	4	15	25	32	Yes
Machinegun	4	12	20	25	No**

* See the rules for Rapid Fire for details.

** Machineguns have special rules. See below for details.

RAPID FIRE CHART

WEAPON TYPE	MOVEMENT TAKEN		
	NO MOVE	MOVE UP TO 50%	MOVE MORE THAN 50%
Pistol	1 and 1	1 and 1	1 and 1
Rifle	1 and 1	1 or 1	1 or 1
Advanced Rifle	1 and 1	1 or 1	1 or 1
Repeating Rifle	2 and 0 (or) 1 and 1	1 and 1	1 and 1

SHELL FIRE SUMMARY CHART

GUN TYPE	SHORT RANGE	LONG RANGE	INDIRECT FIRE SHORT RANGE	INDIRECT FIRE LONG RANGE	“KILL” # & TEMPLATE SIZE
Light	24	48	12-24	25-48	6+ / 3”
Heavy	36	72	18-36	36-72	5+ / 4”
Super Heavy	48	96	24-48	49-96	4+ / 5”

THROWN WEAPONS CHART

NUMBER OF MEN IN THE UNIT	NUMBER OF THROWN WEAPON ATTACKS THIS TURN
16-20	1d6
11-15	1d4
6-10	1d3
1-5	1

The die roll is based on the *current* number of models in the unit.

GUNS VS. AFV'S

1D10 ROLL	EFFECT
1-2	The crew is stunned by the blast! The vehicle may not move during its next turn, and all shots it takes are at -1 to hit.
3-4	The blast penetrates the crew compartment and kills 1d3 crew!
5-7	A tread/wheel is blown off. The vehicle may no longer move! 1d3 crew are killed in the blast.
8-9	The vehicle is disabled, no longer being able to move or fire. 1d6 crew are killed, but the rest may exit and move about on foot.
10+	The vehicle is destroyed in a huge explosion! All crew are killed, and any infantry model within 6” is killed by flying metal on a 1d10 roll of 9+.