

# Native Cavalry Clan/Band

# Tribe



Total Unit Casualties (Mark Off As They Occur)				Leader KIA WIA	
1 KIA WIA	2 KIA WIA	3 KIA WIA	4 KIA WIA	5 KIA WIA	6 KIA WIA
7 KIA WIA	8 KIA WIA	9 KIA WIA	10 KIA WIA	11 KIA WIA	"But A First Class Fighter/Man!"

Critical Morale Test Every Turn When Unit Has Lost Over Half Original Strength.

Morale	
Major Morale	2 D6
Leaderless Score To Move	1 D6

Unit Fires As:	
Firearm Range In Inches:	
Throwing Spears?	

## THE SWORD AND THE FLAME

Movement Chart				
A N Y F O R M A T I O N	In Rough Terrain, Subtract The Highest Die Rolled.			
	Cross Country	On Road	Charge	Road Charge
Cavalry	4D6	4D6	5D6	5D6
Camelry	5D6			

To Pass	
w/ Leader	w/o Leader
Critical & "Pinned"	2 D6
w	w/o
Charge Completion	1 D6
w	w/o
Stand And Fight	1 D6
w	w/o
Rally	1 D6
w	w/o

D20 Chances To Hit By Target Class			
Class I MASS OR CLOSE ORDER IN CLEAR	Class II OPEN ORDER, GUN CREWS IN CLEAR	Class III PRONE OR ROUGH TERRAIN	Class IV BUILDINGS, WALLS, ENTRENCH- MENTS

Mark Off "Volleys" As Fired (Optional Rule)						
7	6	5	4	3	2	1