QUICK REFERENCE

TURN SEQUENCE
1. Priority Phase
2. Move Phase
3. Combat Phase
4. End Phase

MOVE PHASE
- Move
- Use a missile weapon
- Remove a reload counter
- Mount or dismount
- Hide or rest
- Aim
- Issue an order
- Take a special action

Movement Rate	Short	Normal	Run
Slow	2"	4"	6"
Infantry	3"	6"	9"
Fast	4"	8"	12"
Cavalry	6"	12"	18"

SHOOTING
- Select target model, check range and line of sight.
- Attacker rolls 2D6 + Shoot characteristic +/- modifiers = Shooting Attack Roll.
- Shooting Attack Roll - 6 = Hit Score.
- If Hit Score is 0 or negative, attack has missed. If positive, Hit Score becomes Basic Wound Score.
- Basic Wound Score +/- modifiers - target's AR = Final Wound Score.

Modifiers to Shooting Attack Roll	
Target is 3" away or less	+1
Target is 12–24" away	-1
Target is 24–36" away	-2
Target is more than 36" away	-3
Target is Engaged	-2 (plus see special rules for shooting into combat, p.11)
Target is a large model	+1
Shooting model made a short move this turn	-1
Shooting model has a Light or Grievous wound	-1
Target is in light cover	-1
Target is in medium cover	-2
Target is in heavy cover	-3
The shooting model successfully aimed last turn	+1
All modifiers are cumulative.	

COMBAT PROCEDURE

- The player with Priority picks combat.
- Players secretly draw counters equal to the value of the Combat Pool.
- Each player then reveals his Combat Pool.
- Initiative is determined.
- The model with the highest Initiative has the option to make an attack.
- Once this has been resolved the model with the next highest Initiative score has the opportunity to declare an attack, and so on.
- Once all models have emptied their Combat Pool the combat is over.

MAKING AN ATTACK

1. Nominate the Attacker and the Defender.
2. Remove an Attack counter.
3. Defender declares Ploys.
4. Attacker declares Ploys.
5. Attacker rolls 2D6 + Fight characteristic +/- modifiers = Attack Score.
6. Defender rolls 1D6 + Fight characteristic +/- modifiers = Defence Score.
7. Attack Score - Defence Score = Hit Score.
8. If Hit Score is 0 or negative, attack has missed. If positive, Hit Score becomes Basic Wound Score.
9. Basic Wound Score +/- modifiers - target's AR = Final Wound Score.

WOUNDS

Wound Table		
Final Wound Score	Result	Effect
0 or less	A scratch!	No Effect
1	Stunned	-1 Initiative, -1 Shoot, 1 Stunned counter
2–3	Light wound	-1 Initiative, -1 Fight, -1 Shoot
4–5	Grievous wound	-2 Initiative, -2 Fight, -2 Shoot
6+	Critical wound	The model has been killed
If a model that already has a Stunned counter receives a second one, it suffers -1 Fight in addition to the other penalties. If a model with two Stunned counters receives a third, all three are discarded and the model suffers a Light wound instead.		
If a model with a Light wound suffers a second Light wound, they immediately become a Grievous wound instead.		
If a model with a Grievous wound suffers a Light wound or a second Grievous wound, they will immediately become a Critical wound instead and the model will be killed.		

MORALE

Test if:

- The warband's Morale is currently Wavering.
- At least 25% of the starting strength of the warband suffered a Critical wound in the previous turn.
- The Leader of the warband suffered a Critical wound in the previous turn.

Morale Test = 2D6 +/- modifiers.

Modifiers to Morale Test	
The warband is at less than 50% strength	+1
The warband is at less than 25% strength	+2
The warband's Morale is currently Wavering	+1
The warband has at least one model with the Commander Attribute	-1
The warband has a banner	You may choose to re-roll the Morale Test
All modifiers are cumulative.	

If the Morale Test is equal to or less than the warband's Morale Rating, then:

- If the warband's Morale is currently Steady, then nothing will happen.
- If the warband's Morale is currently Wavering, it will improve to Steady.

If the Morale Test is greater than the warband's Morale Rating, then:

- If the warband's Morale is currently Steady, it will fall to Wavering.
- If the warband's Morale is currently Wavering, it will fall to Routing.

REMOVE STUNNED COUNTERS

Stunned Counter Removal Table	
D6 Roll	Effect
1–4	No effect
5–6	Remove one Stunned counter
7+	Remove up to two Stunned counters

- -1 if the model is Engaged, +2 if the model Rested in the Move Phase.

WEAPONS

Close Combat Weapon	Special Rules
Hands and feet	-1 Initiative; -2 Wound Score
Dagger	-1 Initiative
Sword	–
Hand weapon	–
Longsword	– (if used one-handed) **OR** Two-handed; +1 Wound Score (if used two-handed)
Great weapon	-1 Initiative; +1 Wound Score; Two-handed
Spear	+2 Initiative
Pike	+3 Initiative in 1st round of combat, -3 Initiative in subsequent rounds; +1 Wound Score vs. mounted; Two-handed
Halberd	+1 Initiative; +1 Wound Score; Two-handed
Lance	+2 Initiative; +1 Wound Score (when mounted)
Staff	Two-handed
Bayonet	+1 Initiative
Pistol (Close Combat)	+5 Initiative; +1 Wound Score; Powder; Reload (1)

Missile Weapon	Max. Range	Special Rules
Bow	36”	–
Longbow	48”	+1 Wound Score
Crossbow	48”	+1 Wound Score; Reload (1)
Matchlock	36”	+2 Wound Score; Inaccurate; Match; Reload (1)
Musket	48”	+2 Wound Score; Powder; Reload (1)
Blunderbuss	9”	Spray (2”)
Thrown weapon	6”	–
Sling	24”	–
Grenade	9”	+1 Wound Score; Blast (2”); One use only
Javelin	12”	–
Pistol	18”	+1 Wound Score; Inaccurate; Powder; Reload (1)