

Quick reference sheet

Sequence

Roll for initiative

Command: movement of units,
starting with initiative moves

Shooting: Shooting with units

Hand-to-hand: both sides engage in
hand-to-hand combat.

Command phase

Enemy within 12": initiative moves

Dice roll determines number of
orders.

Change of formation: 1 order

0 = No order can be given

1 = 1 order

2 = 2 orders

3 = 3 orders

B = BLUNDER

Movement

Infantry, artillery 6"

Cavalry 18"

Motorised 12/18"

Marching down a road: one free
move

Shooting (adjustment to dice roll when:)

**5, 6 is hit! All dice hit: target in
disorder**

+1 firing on close order

+1 close range (6")

-1 shooters disordered or shaken

-1 target not clear/cover

-1 target is in open order

Hand-to-hand (adjustment to dice roll when:)

5 and 6 is hit!

+1 charging/ fixed bayonets

+1 defending hard cover

-1 shaken or disordered

-1 attacked in the rear or flank

-1 attacking enemy in hard cover

Loser takes test

1-4: pull back 1 move in disorder

Lose prisoners

5, 6: stay put

Artillery breaks and is removed



Weapon	range	shots
Throwing spear	6"	1
Pistol	12"	1
Bow	18"	1
Musket	18"	1
Rifle	24"	1
Light machine gun	36"	3
Heavy machine gun	36"	6

Orders

Move	Grenade!
Change formation	Smoke
Crawl	Rally!
Fix bayonets!	(Dis) mount
Charge	(Un) Limber
Ambush	Aim
Cover!	Reload

When a unit has more than 50%
casualties, it becomes shaken.
When 25% of the figures are left,
the unit is broken.

A group breaks when more than
half of its units are shaken, broken
or removed.

Blunders

1. Back men!: two moves to the
rear
2. Regroup!: 1 move to the rear
3. To the left!: 1 move to the left
4. To the right!: 1 move to the
right
5. Forwards!: 1 move forward
6. Charge!: Roll a D6:

1-2: 1 move

3-4: 2 moves

5-6: 3 moves