

Turn sequence	
1	Move commander (D6)
2	Each group
3	Roll for wounded
4	Reinforcements 4D6 need 5, 6
5	Game end (start with 6D6) Then decreasing D6 5, 6 for every extra turn

Pursuit / fall back
(lose extra bases because they lost the fight)
4D6 5, 6 = wound (4, 5, 6 if mounted pursuing foot not in template)
 Better quality can demand re-roll.

Artillery	Shooting
Move 4, 5, 6. Repeat Fail = no shoot	8D6 short range 4D6 2 - 8 range
Not allowed in very rough hill, rough hills, water	6 to hit unless target no move Then 5,6
Fights No assaults No fall back 2D6 always	Opportunity shoot OK No return shooting MG = 10D6 2 square range

Playsheet front

Action points <i>(need points to do things)</i>	
Roll a 1D6	
Leader with	D6 (re-roll)
No leader	D6 (opponent chose re-roll)
No modifier for veteran / raw. -1D6 per morale fail +1D6 commander with group	

Cost of actions <i>(doing stuff costs points)</i>		
Action	Foot	Horse
First shoot	1	
Second shoot	3	
Enter difficult square	2	3
Enter other square	1	
Assault	3	2
Mount or dismount (3 for Indian)	4	

Reinforcements
(roll dice to get bases ready to arrive)
 4D6 at end of turn (re-roll if mounted)
 Each 5, 6 = base ready
 All bases must be ready before arrival

Dismounting *(all bases now on foot)*
 Horse holders placed as a marker.

Fight dice <i>(roll a bunch of D6 to get 6's)</i>			
Count bases		maximum =5	
Start on 2D6 per base. Apply modifiers to all bases unless max specified			
Assaulter base.....		Target base.....	
...is horse v foot in open	+1	...is horse v foot in open	+1
...is horse in difficult terrain	-1	...is horse in difficult	-1
...is foot doing short assault v foot	+1	...is in defence template (max 1)	+3
...target is foot in building / very rough hills	-1		
...is leader	+1	...is leader	+1
...is commander	+1	...is commander	+1
...is using dynamite	+2	...has had a fight already this turn	-2
...is legendary fighter	+2	...is legendary fighter	+2
Each group has a minimum of 2D6 after all modifiers applied. Each 6 = wounded			
Better quality can re-roll (they must go first) Beaten down group drops by a level. Jiggered groups drop by a level			
Target wins unless the assaulter causes more wounded or destroys the target.			
Apply fall back to assault loser.			

Range (max shoot distance)	
Short range= 4 faces	
Weapon	Range
Short shooters	proximity
Bows	3
Long shooters	4
No diagonals First square entered is range 1	

Saves (scenery has a stated cover potential. Foot get this. Mounted get one level below)
Full, then partial, then none.

Basic save score is 4, 5, 6
1 is always a fail
6 is always a save

Roll saves **first** and **then** refer to modifiers.

Modifiers that make saving easier

Partial cover	1
Full cover	2
Leader	1

Modifiers that make saving harder

Short range	1
Failed = base becomes wounded marker	

Wounded

(Use at end of turn to keep wounded alive)

Information on group in square	To stay alive
They did not move	2, 3, 4, 5, 6
They moved	3, 4, 5, 6
On my own	4, 5, 6
Enemy here	5, 6

Any 6 = a wounded base becomes mended.
Max 2 per turn
It becomes same as group in square.
Opponent chooses first mend. Owner 2nd mend.

Beaten down

(cancel group's next turn)

Exchange hit for chance to score 5,6.
Success = target square beat down

Beaten down square has no AP.
Remove marker at end of own turn.

Shooting

 (roll a bunch of D6)

1D6 per pair (max 4)
+/- 1 if better /worse than target
Legendary shooter +1
After modifiers minimum 1D6

Shooting method
D6 per pair 5,6=hit (6 if mounted)

Clustered

6 or more bases = clustered.
Clustered allows a re-roll.

Mounted shooting

Mounted can shoot at normal ranges but need 6 to hit.
Mounted only use return shooting at proximity.

Playsheet back

Morale

 (Roll a bunch of D6)

Morale always taken if enemy group in proximity.
Also if shot at by artillery in previous turn.
Morale taken at start of groups turn segment.
Lone leaders = average.

Opponent group (max 3)	+1
Wounded (max 4)	+1
Jiggered	+2
Raw	+2
Veteran	-1
Foot in buildings / very rough hill / defence	-1

Each 4,5,6=fail=lose 1AP

Commander =owner re-roll choice.

Jiggered = Include leader Vet (2), average (3), raw (4).

Commander

 (can do lots of things)

1. Move D6 squares (re-roll allowed)
2. Count as the leader if the leader is wounded / dead
3. Add 1 to all AP rolls for attached group
4. Can cause morale test re-roll for his group
5. Cannot be shot at by opportunity shooting
6. Counts as a group base to stop jiggered

Saves on 2, 3, 4, 5, 6

except assaults and fall backs (no saves)

Legendary shooter = +1D6 on all shots

Legendary fighter =+2D6 in all fights

Righteous = No morale for group

Gung-ho = 1AP assaults for group