

Gaining Command Points

- When a player plays one of the enemy faction's cards (a *Forward Boys!* card, a *Morale* card, or a *Troop* card), they gain 1 command point.
- When a player resolves their *Forwards Boys!* card, instead of resolving an action with each of their *Officers* and *Elite* units, they can gain 1 command point plus 1 extra command point for each *Officer* in play who is not in flight.
- When you play a *Troop* card belonging to your faction but all your units of that type have been eliminated, you gain 1 command point.
- Certain special rules or special conditions can grant command points to a faction.



Command Abilities

HARK! (1)

This ability allows a unit in your force to perform a *Vigilance* action.

HOLD BACK (1)

This ability allows you to take one of your faction's *Troop* cards from your hand and place it face down next to your pool of command points. While this card is face down, it can be played as though it were in your hand.

STAND FAST! (3)

This ability allows you to automatically rally a unit in flight. Each figure in the rallying unit can immediately turn to face the direction of their choice, but cannot move. Remove the *Flight* marker from the unit.

ORDER (2/3/4)

This ability allows you to resolve an action with a unit under your command. The cost of this ability depends on the number of figures in the unit.

- 4 points for a unit with 12 figures or more.
- 3 point for a unit with 8 to 11 figures.
- 2 points for a unit with 7 figures or less.

PREPARATION (4)

This ability lets you choose one of your faction's *Troop* cards from the discard pile and return it to your hand. This can mean you have more than three cards in your hand.

Movement

Default movement: 4"	
Figure with the <i>Scout</i> trait.	+1"
Figure with the <i>Native</i> trait.	+1"
Figure with the <i>Cavalry</i> trait.	+4"
Figure with the <i>Light Cavalry</i> trait.	+6"
Figure with no enemies within 24".	+2"

Effect of Terrain	
Rough Ground / Bâtiments	-1"
Very Rough Ground	-2"
Obstacles	-1"
Roads	
• Lone figures/unit formed in column	+4"
• Other	+2"

Types of Terrain

Terrain Piece	Type	Height	Cover
Barrier	Obstacle	Low	Light
Hay	Obstacle	Low	Dense
Low wall, earthen embankment	Obstacle	Low	Solid
Crop field	Area, very rough ground	High	Light
Scrub ground	Area, rough ground	Low	Light
Orchard	Area, rough ground	High	Light
Wood	Area, rough ground	High	Dense
Marshes	Area, very rough ground	Low	Light
Rocky ground	Area, very rough ground	Low	Solid
Palisade or wall	Obstacle	High	-
Wagon	Obstacle	High	Light
Cart	Obstacle	Low	Light

The Spotting Table

Spotting Distance									
2"	4"	8"	12"	18"	24"	36"	48"	96"	120"

Modifiers:

The figure to be spotted...	
...has a <i>Smoke</i> marker.	+3 columns
...is mounted.	+1 column
...is an artillery piece, a wagon, or a canoe.	+2 columns
...is in an area of light cover or behind an obstacle offering light cover.*	-3 columns
...is in an area of dense or solid cover, or behind an obstacle offering dense or solid cover.*	-4 columns
...has the <i>Scouts</i> or <i>Natives</i> trait.	-1 column
...is a <i>Hidden Movement</i> marker.	-2 columns

* The figure (or the marker) must be within 2" of the obstacle, and the line of sight of the figure trying to spot them must cross the obstacle.

The figure trying to spot...	
...has the <i>Scout</i> trait.	+1 column

The terrain	
For each obstacle (like a low wall, bush, etc.) that the line of sight crosses on its way to the figure being spotted*.	-1 column
For every complete 6" of an area of light cover that the line of sight crosses on its way to the figure being spotted.	-1 column
For every complete 3" of an area of dense or solid cover that the line of sight crosses on its way to the figure being spotted.	-2 columns

* This does not apply if the figure to be spotted, or the figure doing the spotting is within 2" of the obstacle.

Weather conditions: apply only the worst one	
Beating rain	-1 column
Twilight	-2 columns
Darkness or mist	-3 columns
Fog or storm	-5 columns

Ranged Weapons

	Range	Strength*	Special Rule
Bow	18"	6+/7+	
Thrown Weapon	6"	6+	One Shot Weapon
Pistol	8"	4+	One Shot Weapon
Musket	24"	4+/6+	Black Powder Weapon
Obsolete Assortment	16"	5+/7+	Black Powder Weapon
Carbine	16"	4+/6+	Black Powder Weapon
Long Rifle	72"	4+/5+	Black Powder Weapon
Rifled Musket	72"	4+/5+	Black Powder Weapon
Rifle	72"	4+/5+	
Repeating Carbine	24"	4+/5+	
Artillery	120"	2+	

* The first number is for shooting attacks at half the weapon's range or less; the second for attacks at over half range.

Reaction Test

When a unit has to make a reaction test, it rolls a d10 and applies the relevant modifiers from the lists below.

Modifiers For All Reaction Tests	
+1	The unit is an Officer, or has at least one Officer of its troop type within 6".
+1/+2	The unit is comprised of at least 6 figures/ 10 figures.
+2	The unit is formed up.
-3	The unit is not an Officer, but is comprised of 3 figures or less.
-3	The test follows the resolution of a Morale card.

Modifiers Which Only Apply After Shooting	
+1	The unit has the <i>Native</i> trait and is entirely positioned inside an area offering light or dense cover.
+1	All the figures in the unit benefited from solid cover against this shooting attack.
-1	The test is due to volley fire/the unit has no line of sight to the shooters, or had not spotted them before the shooting attack.*
-2	The unit suffered at least 3 casualties from this shooting.
-1	The test is due to artillery fire or fire from a formed unit in close order.

* Only apply the modifier once, even if several circumstances apply.

Modifiers Which Only Apply After Hand-to-Hand	
-X	X being the number of casualties the unit just suffered during the preceding hand-to-hand combat.
+2	Your side has at least twice as many figures engaged in this hand-to-hand as the enemy side.
-2	The hand-to-hand followed a surprise attack.
+2	You have suffered no casualties, or suffered fewer casualties than the enemy unit.



RALLY VALUE						
	5+ Trained	4+ Skirmisher	5+ Native	6+ Recruit	7+ Warrior	7+ Conscript
<0	Rout	Rout	Rout	Rout	Rout	Rout
0	Flight	Flight	Flight	Flight	Flight	Flight
1	Recoil and Shaken	Recoil and Shaken	Recoil and Shaken	Recoil and Shaken	Recoil and Shaken	Recoil and Shaken
2	Recoil or Shaken	Recoil	Recoil	Recoil or Shaken	No Effect	Recoil
3	No Effect	No Effect	No Effect	No Effect	No Effect	No Effect
4	No Effect	No Effect	No Effect	No Effect	No Effect	No Effect
5	No Effect	No Effect	No Effect	No Effect	No Effect	No Effect
6	No Effect	No Effect	No Effect	No Effect	No Effect	No Effect
7	No Effect	No Effect	No Effect	No Effect	No Effect	No Effect
8+	No Effect	No Effect	No Effect	No Effect	No Effect	No Effect

Shooting

Shooting Modifiers (to be applied to the dice roll)	
-1	Hasty shot
-2	Shooting at long range (over 12")
-4	Shooting at extreme range (over 24")
-1	Per obstacle crossed
-1	Target in extended order
-1	Target in light cover*
-2	Target in dense cover*
-4	Target in solid cover*
+1	Target is a cavalryman
+2	Large Target (wagon, longboat)

* also applies if the shooter's line of sight crosses at least 3" of an area of terrain offering this level of cover, even if the target is not in cover themselves. Only apply the worst of the three cover penalties that apply.

Roll to Kill modifier	
-3	Impossible Shot

Hand-to-Hand

MELEE WEAPONS

Sabre: +1 to attack rolls for Cavalry who have engaged models on foot. +1 to defence rolls in all circumstances.

Naval Weapons: +1 bonus to their attack rolls.

Cavalry Lance: +2 to attack rolls when the unit instigated the combat. Resolve their attacks before the defenders'. Their defence rolls suffer a penalty of -1.

Defence roll modifiers

Surprise Attacks	-2
Defensive Positions	Re-roll each defence die.

RECOILING AND FLEEING FROM COMBAT

Recoiling from combat: roll a d10 for each figure, and remove a figure for each roll of 0.

Fleeing from combat: roll a d10 for each figure, and remove a figure for each roll of 0, 1, 2, or 3.

