

Sequence of Play

Cards determine Player turns (separate card for animal move)

Hidden units may hold until later in turn

Within each turn:

1. Morale
2. Action (Move/Herd/Charge/Load/Fire)
3. Melee

Morale

When: If casualties taken or if wishes to charge or receive charge

How: Modify base morale then roll d10.

Lower than or equal to modified morale is a success.

Base Morale	Modifiers
Poltroon 7	-1 per figure lost
Regular 8	-1 Leader killed / -2 Heidman killed
Veteran 9	+1 in cover
Fyrebrande 10	+2 Heidman rallying

Result: Success: continue as ordered

Failure: By 1-2: Load / fire / retreat to nearest cover only

By 3+ Retreat max. move until successful morale check
no other actions

New Leader

If a Leader killed then Heidman must come within 6 inches and select other figure. In meantime group will load/fire/retreat to nearest cover only

Movement

How: Foot roll 2d6, Horse roll 3d6

On Roads roll extra d6 disregard lowest

Note: Woods / Water: ½ movement

Fences / walls – 3 inches (horse cannot jump)

Measure for Leader – then group placed within 6 inches of him

Charging

Attacker takes morale test (unless one already succeeded this turn)

Defender takes morale test

Firing

How: Roll d10 with modifiers. 9 or better is hit (target is figure)

Weapon	Reload Time	Close Range	Long Range
Dagg	2 turns	3 inches	6 inches
Hackbutt	2 turns	9 inches	18 inches
Caliver	2 turns	12 inches	24 inches
Latch	2 turns	9 inches	18 inches
Longbow	immediate	12 inches	24 inches
<i>Modifiers</i>		Aim (1 turn only)	+1
Close Range	+1	Target in Cover – part/whole	-1/ -2

If target has armour target rolls d10. 1 per item of metal armour worn (helmet, back/breast, other plates) roll less than or equal to total and hit ricochets.

Roll d10 for all horses within 9 inches of firearm discharge. If 4 or less (7 if first time) then spooked and gallop 2d6 in random direction. Roll further d10 if 3 or less then rider thrown and stunned for next turn.

Melee

How: Each rolls modified d10 (Maximum 3 figs.:1 fig.)

Higher wins (Defender cannot wound attacker).

Tie – continue on next action phase.

<i>Modifiers</i>			
Charging	+1	Soft Cover	+1
Cavalry	+1	Hard Cover	+2
Leader / Heidman	+1	Each extra attacker over 1	-1

Target rolls d10. 2 for each item of armour worn (e.g. helmet, back/breast, jack, shield – front only) roll less than or equal to for no effect.

Wounds / Stun

First hit on Heidman is hole in sleeve/flesh wound/ricochet etc., first hit on Leader or second hit on Heidman results in wound (-1 to all subsequent die rolls) and the next hit kills. Attacker may choose to stun only.

Herdng Animals

Base to base contact required. 5 or better is successful (-1 per additional animal. If melee within 6 inches then -2, if firing within 12 inches then -4. If fail roll random direction for each animal (d6 normal, 2d6 if spooked)