

REFERENCE SHEET

SMOOTH & RIFLED

INITIATIVE

Roll **2d6** + **1d6** for each model with **initiative**.

ACTIONS

[6.1] Orders [6.2] Move [6.3] Aim [6.4] Fire
[6.5] Reload [6.6] Charge [6.7] Dismount/Remount
[6.8] Special

MOVE

2M foot

4M mounted

2M wagon

1M on difficult terrain or crossing linear obstacles.

A single figure can take one free move action.

FIRE

Roll **2d6**.

Modifiers

+1d6 Aim

+1d6 Rapid fire

-1d6 Move & Fire

-1d6 Poor shooter

Halve dice if group.

TO HIT allocate a number of dice with **5+**.

1 at effective range

2 at long range

2 at extreme range (**marksman** only)

Fire damage roll

Roll **1d6** for each hit model.

Modifiers

+1d6 Extreme range

+1d6 Obscured target

+2d6 Soft cover

+3d6 Hard cover

+1d6 Light armour

+1d6 Hardened

-1d6 Critical hit

Artillery solid shot modifiers

+3d6 Shot not accurate

+1d6 Effective range

+2d6 Long range

+1d6 Hard cover

Artillery canister modifiers

+1d6 Shot not accurate

+1d6 Effective range

+3d6 Long range

+1d6 Obscured target

+2d6 Soft cover

+4d6 Hard cover

-1d6 Double canister

REACTIONS

[7.1] Evasion [7.2] Reaction fire [7.3] Reaction charge

1 action point if group action, **free** if single figure.

Roll **1d6** and pass on **4+** (or **2+** if preferred **tactic**).

Only one attempt per action.

MELEE

Roll **2d6**.

Modifiers

+1d6 Charge

+1d6 Fierce

+1d6 Melee weapon

+1d6 Impact

Halve dice if group.

TO HIT allocate a die with result equal **C** or more.

Melee damage roll

Roll **1d6** for each hit model.

Modifiers

+1d6 Light armour

+1d6 Hardened

+1d6 Mounted

-1d6 Critical hit



FIRE/MELEE DAMAGE

(the highest result)

1-4 DEAD

5 WOUNDED

6 SAVED

*If not 1, may redirect damage to friendly model within 1M, using **save** trait or as equivalent casualty.*

WOUNDED

Roll **1d6** for each model at the end of each turn, before the Break Test.

Modifiers

+1d6 if **veteran**

(the highest result)

1-2 FATAL WOUND

3-4 STILL WOUNDED

5-6 LIGHT WOUND



BREAK TEST

Roll **1d6** for each Unit that has taken losses this turn and has already lost half or more of its models.

Modifiers

+1d6 Elite

+1d6 Leader

+1d6 Standard-bearer

+1d6 Full strenght

+1d6 High morale

-1d6 Low morale

Pass on **5+** (the highest result).