

NaW QUICK REFERENCE SHEET 2.0

TURN SEQUENCE

1. Fate	2. Fire	3. Actions	4. Melee
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ARMY ACTIONS

Move (can reform)	(1) (2)
Retreat (can reform)	(2)
Assault	
Double	(1)
Rally	(1) Not allowed if within 1" and Line of Sight from enemy unit
	(2) Reform must happen further than 1" from enemy

CONTROL DISTANCES

From Division General (to B. Gen.)	24"	
From Brigade General (to units)	12"	

TESTS AND DICE ROLL MODIFIERS

TESTS	ROLL NEEDED	MODIFIERS/NOTES
Activation	Passed auto.	If first test of turn and brigade leader is within Division General Control Distance
	2+	-1 if any units from the brigade have routed.
Messenger Hit	4+	Per unit. Needed only if unit is not within Brig. General Control Distance
	4+	+1 to melee attacks if the main attacker has no loss markers.
		-1 to fire or melee attacks if the main attacker is shaken.
		-1 to fire attacks if target is in soft cover.
		-2 to fire attacks if target is in hard cover.
Rally	6+	+1 if more than 12" from any enemy units.
Valour	4+	+1 for valour tests taken in the fire phase.
	Passed auto.	If unit won a fight in the same phase.
	Failed auto.	Loser is art OR is infantry attacked or defeated by cavalry support (exc: defender or attacker causing defeat is in defendable terrain)
Fortitude	4+	+1 if the brigade has 5 or more unrouted units.
		+1 if Brigade Leader is up to 12" from the Army Leader
		-1 if all the remaining units in the brigade are currently shaken.

ATTACK VALUE MODIFIERS

UNIT	MODIFIER
Attacker is in attack column	Halve fire value, +1 melee value if target in defendable terrain.
Attacker is in march column	Cannot fire or lend support. Melee value = 1.
Attacker is in line and target is in its front arc	Add half fire value to melee value unless target in defendable terrain.
Attacker has fire support	+1 fire value per supporting unit (max 3 units).
Attacker has melee support	+2 melee value per supporting unit (max 3 units).
Attacker has brigade support	+1 melee value (max +1).
Attacker is artillery occupying rough or defendable terrain	Halve melee value.
Attacker is cavalry occupying or attacking rough or defendable terrain	Halve melee value.
Attacker is infantry occupying defendable terrain	Halve fire value and add +1 to Melee value.
Dense target (march column or attack column)	+1 attack value if attacking unit is artillery.
Enfilade (attacker is not visible to target unit)	+1 attack value.
Obscured (target is visible to less than half attacking unit's front rank)	Halve fire attack value.
Outflanked (1 or no front-rank figures are in contact with the target)	Halve melee value.
NOTE: By default these modifiers apply to the number of dices thrown in the attack	

MELEE RESULTS

Winner in ties	First case happening takes preference: - The non active side unit is in defendable terrain and the active isn't - The one uphill - The active side
Melee Winner	Do not take valour tests for a unit that won a melee in the same phase.
Automatic Rout	- Loser is artillery, or: Loser is infantry and the attacker is or is supported by cavalry - No automatic Rout if loser or attacker causing the rout is occupying defendable terrain

MOVEMENT (Distances and Cost mult)

UNIT	Move (")	Move (cm)
Cavalry in column	14	
Cavalry in line	12	
Infantry in march column	7	
Infantry in attack column	6	
Infantry in open order	5	
Infantry in line	4	
Infantry in square	2	
Limbered horse/field/slow artillery	12/6/3	
Unlimbered horse/field/slow artillery	6/2/1	
Leaders	18	
Double (>18" from enemy)	x2	
March column on road	+4	
Rough terrain	x 1/2	
Cross barrier infantry/cavalry	-2/-4	

MORALE TESTS

Valour	Units	1 Test for every loss in shaken unit, immediately
Fortitude	Br. Gen.	1 Test for every unit routed at the end of the phase. Active player first
Wavering Brigades	Brigade	Shaken units in brigade rout. Units within 6" from Enemy suffer 1 loss

VALOUR AND FORTITUDE: STATUS(S) AND TESTS(T)

Shaken (S)	(Unit) A unit is shaken when losses == tenacity.
Valour (T)	Test if shaken unit suffers a loss. Unit routs if the test is failed.
Routed (S)	(Unit) Remove routed units. Take a fortitude test for the unit's brigade at end of phase.
Fortitude (T)	Taken at end of phase for brigades that had any units rout. A Brigade Wavers if any test is failed.
Wavers (S)	(Brigade) Shaken units rout; Brig. units within 3" of enemy suffer 1 loss, and its army suffers 1 defeat.
Shattered (S)	(Brigade) Brig. is shattered when its last unit routs. Its leader is removed, and its army suffers 1 defeat.

WEAPONS RANGE

Rocket Artillery	30"
Field Artillery	24"
Heavy Artillery	27"
Horse Artillery	18"
Rifle	9"
Musket	6"
Canister	6"

UNIT SPECIAL RULES

Canister	+2 fire and melee value, and counts as 2 units in support, if target is within cm and in the units in front arc.
Horse Art'	Can shoot and carry out an action.
Heavy Art'	+1 to hit rolls if attacker and all supporting units are heavy artillery.
Open Order	See Movement. Halve losses in fire phase, -1 melee value if not in cover, only adds +1 when providing melee support.
Skirmishers	Halve firepower and add 3 UD to range. Unit can shoot and carry out an action apart from assault.
Square	See Movement. Halve fire value, add +1 to melee value and count it as a dense target. Routs automatically if it loses a melee. Roll a D6 for cavalry units in contact at start of melee phase. Add 2 if square is shaken. 1-3: cavalry suffer 1 loss and retreat; 4-5 cavalry retreat; 6+ cavalry remain in contact and can fight. See the army sheet for further rules.