

Appendix 1. Fast Play Sheet



The Turn Order

Charge Phase	Both sides, simultaneous
Rally Phase	Both sides, simultaneous
Roll For Initiative	Highest side chooses to move first or second
First Side Movement	
Second Side Movement	
Firing Phase	Both sides, simultaneous
Morale Phase	Both sides, simultaneous
Melee Phase	Both sides, side which won the initiative decides which order
End Turn Phase	Check for Army or Force Break Point, attach and detach leaders



Movement Distances	Infantry / Foot Artillery	Cavalry / Horse Artillery
Line or Double Line	8"	16"
Column, Mass or Skirmish	12"	20"
Light and Medium Artillery	12"	16"
Heavy Artillery	8"	NA
Manhandle Light Artillery	4"	4"
Manhandle Medium Artillery	2"	2"
Manhandle Heavy Artillery	NA	NA
Retiring Due to Melee or Morale	2D6"	3D6"
Routing Due to Melee or Morale	12"	20"
Flee From Charge	2D6"	3D6"
Charge distances are the same as normal movement distances		



Artillery Fire Table	Range (Number of D6 rolled)		
	Close	Medium	Long
Early / Poor Light	4" (2D6)	8" (1D6)	16" (1D6)
Early / Poor Medium	6" (2D6)	12" (1D6)	24" (1D6)
Early / Poor Heavy	8" (3D6)	16" (2D6)	32" (1D6)
Light Smoothbore	6" (3D6)	12" (1D6)	24" (1D6)
Medium Smoothbore	8" (4D6)	16" (2D6)	32" (1D6)
Heavy Smoothbore	10" (4D6)	20" (2D6)	40" (1D6)
Light Rifled	10" (2D6)	20" (2D6)	40" (1D6)
Medium Rifled	12" (3D6)	24" (2D6)	48" (1D6)
Heavy Rifled	15" (3D6)	30" (2D6)	60" (1D6)

Point blank range is 2" in front of the gun for double canister - roll the same number of D6 as normal but the base to hit number is 3+ rather than 4+

Small Arms Fire Table

Weapon	Close Range	Long Range	Optional Movement and Firing
Bow / Sling	4"	8"	No movement modifiers
Thrown Weapons	4"	-	No movement modifiers
Early / Poor Musket	4"	8"	Up to half -1, half and over - no firing
Smoothbore Musket	6"	12"	Any movement -1
Smoothbore Carbine	4"	8"	Any movement -1
Rifled Carbine	5"	10"	Up to half - no modifier, half and over - 1
Rifled Musket	8"	16"	Up to half - no modifier, half and over - 1
Chassepot	10"	20"	Up to half - no modifier, half and over - 1
Mitralleuse / Gatling	10"	20"	As artillery - see period specific rules



Small Arms and Artillery Fire Modifiers

Firing unit is unsteady	-1	
Firing unit has moved	-1	Or use optional rules
Artillery that have taken 1 or more hits	-1	Optional rule
Infantry charged by cavalry	-1	Or see period specific rules
Target is skirmishers or deployed artillery	-1	
Target in light cover	-1	Does not apply to artillery
Target in heavy cover	-2	Only -1 for artillery
Target is at long range	-1	Does not apply to artillery
Target is more than 1 stand deep or limbered artillery or in square or firing down the flank	+1	
Hindrance between target and firer	-1	Does not apply to artillery

Base to hit number is 4+ on a D6. A roll of 6 always hits (or use optional rules)



Melee Table

You are unsteady	-1
You are in deeper formation than the enemy	+1
Opponent is defending linear obstacle, in building or uphill of you	-1
Formed troops against unformed troops	+2
Green morale class	-1
Veteran morale class	+1
Cavalry receiving a charge at the halt	-1
Horse mounted fighting against camel mounted	-1
Shock troops charging against non-shock troops	+1
Foot vs. mounted	-1

Base to hit number is 4+ on a D6. A roll of 6 will always hit and 1 will always miss.



Morale Table Green 5, Regular 4, Veteran 3

Morale die roll modifiers that apply to all morale and rally tests

For each commander attached to the unit	+1 (or optional rules)
For each stand the unit has lost so far this battle	-1
Occupying Buildings	+1

Morale die roll modifiers that are only applied to a morale test during a charge

Charging against enemy flank	+1
Charging against enemy rear or formed charging against unformed	+2
Charging against enemy defending linear obstacle or in building	-1
Charging while supported	+1

