

REBELS AND PATRIOTS REFERENCE SHEET

OFFICERS (p. 7)

- Add +1 to your total for all Ordered activations and Morale test within 12" of leaders unit.
- If Officer's unit take casualties, roll two dice, modify with -1 for each casualty just taken, if 1 or lower, the Officer are one of the casualties.

ORDERED ACTIVATIONS TEST (p.21 – 22)

- Actions:
 - Move (any unit)
 - Attack (any unit except Artillery)
 - Fire (any unit that has a firing value, except for Natives and Light Cavalry, who may not use the Fire Action)
 - Skirmish (Light Infantry, Skirmishers, Natives, and Light Cavalry only)
 - Form Close Order (Line Infantry, Light Infantry, Shock Infantry, and Shock Cavalry only)
 - Volley fire (Infantry units in Close Order only)
 - Rally (any unit)
- All Ordered Activation, roll 2D6, succeed on 6+
- Modify the Ordered Activation roll:
 - -1 for each Disorder Marker the unit has.
 - Modify by the unit's Discipline, if in Close Order (+1), and if the Officer's unit is within 12" (+1).

MOVE (p. 23)

- Line Infantry, Shock Infantry: 6"
- Light Infantry, Skirmishers, Natives: 8"
- Shock Cavalry: 10"
- Mounted Skirmishers and Light Cavalry: 12"
- Rough terrain halves movement.
- Obstacles end movement, cross next move.

ATTACK (p. 24 – 27)

- Roll 12 dice if no Disorder Marker
- Roll 6 dice if any Disorder Markers
- +1 to Fighting if Charging
- Removing casualties:
 - Every 2 hits = 1 model removed from target unit, except as shown below.
 - Every 3 hits from non-Cavalry units = 1 model removed in a Cavalry unit.
 - A Defence Bonus increases the number of hits required by 1.
 - If the unit causing the casualties is Broken, this increases the number of hits required by 1.

FIRE (p. 28 – 31)

- Fire Range:
 - Line infantry, Light Infantry: 18"
 - All other Infantry and Light Cavalry: 12"
- Roll 12 dice if no Disorder Marker
- Roll 6 dice if any Disorder Markers
- Removing casualties:
 - At short range (up to 12") 2 hits = 1 model removed from target unit.
 - At long range (over 12") 3 hits = 1 model removed from target unit.
 - Cover increases the number of hits required by 1 (Light Infantry, Skirmishers, and Artillery always count Open Ground as Cover from Firing).
 - Hard Cover increases the number of hits required by 2 (Artillery reduces Hard Cover to Cover).

WHEN TO TEST MORALE (p. 34)

- Unit has taken casualties from Firing or Fighting.
- If a friendly unit within 12" is removed from play.
- Your Officer is removed from play.
- If your Company has taken 50% or more casualties of its starting points. (Test this only once per game.)

MORALE TEST (p. 35)

- Roll two dice, roll 2D6, succeed on 6+
- Modify the Morale test roll:
 - Subtract one for every casualty that the unit has taken in the Action causing this test.
 - -1 for each Disorder Marker the unit has.
 - Modify by the unit's Discipline, if in Close Order (+1), and if the Officer's unit is within 12" (+1).
- Immediately resolve the outcome shown below:
 - If passed, retains any markers it already has.
 - If failed but above 2, adds one Disorder Marker. If unit was Disordered it becomes Broken and must retreat a half move and must attempt to Rally on its next activation. If the unit was already Broken, the unit immediately Routs and is removed from the game.
 - If failed and 2 or less, gains two additional Disorder Markers and retreat a half move. Must attempt to Rally on its next activation. If already Disordered or Broken, the unit Routs and is removed from the game.

RALLY (p. 33)

- If passed: Remove all Disorder Markers from the unit. May be activated as normal next turn.
- If failed but above 2, remains Disordered or Broken, immediately retreat a half move.
- If failed and 2 or less, immediately gains 1 additional Disorder Marker retreat a half move. If the unit has 3 Disorder Markers in total it Routs and is removed from the game.
- Remember that Permanent Disorder Markers for units at half strength or less never may be Rallied