

Values

Increases

Base	1	2	3	4	5	6	7	8	9	10
1 Increase	1	3	4	6	7	9	10	12	13	15
2 or more Increases	2	4	6	8	10	12	14	16	18	20

Decreases

Base	1	2	3	4	5	6	7	8	9	10
1 Decrease	1	1	2	2	3	3	4	4	5	5
2 or more Decreases	1	1	1	1	1	1	1	1	1	1

Turn

Planning Phase:

Both players place Orders Cards next their Troop units, face down.

Action Phase:

- Initiative is determined
- Players alternate activating units.

Order / Reaction Check
Discipline #D6 = Target 5+

Scenery elements effects:

Difficult: Speed(-)

Very Difficult: Disorder and Speed(-)

Impassable: No move.

Hidden: Block line of sight.

Covered: Courage(+) shoot.

Height: Melee(+).

Protected: Courage(+) melee.

Conditions:

Disordered: Courage-

Weary: Melee- and Fire-

Outflanked: Melee- and Courage-
Discipline- reacting.

Shoot

Shooting
Shoot #D6 = target Defence
Salvo
or
Artillery

Resist damage

Courage #D6 = target: Salvo: 4+
Artillery: 6

Weapon

Range

Pistol	4"
Arquebus	8"
Musket	12"
Light Gun	18"
Medium Gun	24"
Heavy Gun	36"

Melee

Combat

Melee #D6 = target: Defence

Infantry
or
Cavalry











Resist damage

Courage #D6 = target: 5+

Break Check

Discipline #D6 = target 6

It is necessary to roll as many 6s as **Break Points**

	Speed 	Melee 	Fire 	Discipline 	Courage 	Stamina 	Infantry 	Cavalry 	Salvo 	Artillery 	Rules
Tercio Viejo	4	5	3	5	5	5	4	5	4	3	Large, Field Squares, Ext.Arc.
Tercio	4	4	3	5	4	5	4	5	4	3	Large, Field Squares, Ext.Arc.
Classic Squadron	4	4	3	4	4	5	4	5	4	3	Large
Raw Squadron	4	4	3	3	4	4	4	5	4	3	
Reformed Battalion	4	4	4	4	4	4	4	5	4	4	Brigade
Modern Squadron	4	3	4	4	4	3	4	5	4	4	Brigade
Veteran Modern Squadron	4	4	5	5	4	3	4	5	4	4	Brigade
Musketeers / Arquebusiers	5	2	3	3	3	2	3	3	4	4	Light
Pike Company	4	3	0	3	3	3	4	5	4	4	
Halberdiers Company	5	3	0	3	3	3	4	4	4	4	
Mounted Arquebusiers	8	3	3	3	3	3	4	3	3	4	Caracole
Curiassiers	7	4	2	3	4	3	4	4	3	4	
Modern Cavalry	8	4	0	4	3	3	4	4	3	4	
Light Horse	8	3	2	2	3	2	4	3	4	5	Light, Extended Arc of Fire
Dragoons	8	3	3	4	3	3	4	3	3	4	Light, Dragoon
Light Guns Battery	2	2	2	3	2	2	3	3	5	5	
Medium Gun	0	2	1	3	2	1	3	3	5	5	
Heavy Gun	0	2	1	3	3	1	3	3	5	5	