

“TREMBLE YE TYRANTS”

SUMMARY & QUICK REFERENCE SHEET.

These notes are intended as reminders only. Players should refer to the main text for the full rules.

MOVEMENT RATES		Good
Difficult		
Skirmish infantry	2D6+2	2D6
Infantry in column*	2D6	1D6
Other infantry, lt & med arty	1D6	1D6-2
Light cavalry**	3D6+4	1D6
Heavy cavalry	3D6	1D6-2
Horse artillery & rockets	3D6+4	1D6-2
Heavy artillery	1D6	-
Irregular cavalry, staff etc	3D6+4	2D6

* not Prussian Drilled
** not irregulars

EFFECTS OF DISORDER MARKERS	
4:	No move into close combat. Artillery manhandling only.
5:	Retire
6:	Removed.

TO PASS MORALE TESTS:	
Raw or Irregular:	5+
Elite or Steady:	3+
Others:	4+

Failure = 1 Disorder.

TO RALLY:

6 needed on D6. Elite throw 2D6, others 1

SHOOTING MODIFIERS (D20)	
+2:	Artillery firing canister Enfiladed target Stationary Sharpshooters
+1:	Elite Artillery firing shrapnel
-1:	For each disorder marker the shooting unit has Target is a commander or staff officer Artillery (not canister or shrapnel) firing at target in mud or marsh
-2:	Raw or using bows Target is artillery or skirmishing infantry Firers have moved Visibility affected by weather Target is infantry in line or skirmish & in cover Target is at long range
-3:	Infantry behind fortifications etc

SHOOTING RANGES:

	Effective	Long
Muskets & carbines	4"	-
Rifles	6"	12"
Bows	3"	6"
Lt & med canister	8"	-
Heavy canister	12"	-
Other artillery	16"	48"
Rockets	-	48"

SHOOTING RESULTS

14+ Disorder
19+ Disorder + lose a base

CLOSE COMBAT MODIFIERS (D6)	
Infantry or cavalry v deployed artillery:	
+2:	Attackers are mounted
+1:	Attacking from outside frontal arc Attacking from behind flank Attackers are Elite, Dashing or Ferocious
-1:	Attackers are Raw
Other cases:	
+2:	Attackers are Elite or Ferocious Defenders in skirmish order or with rifles Defenders are Raw or Irregular Attackers in contact with flank or rear*
+1:	Attackers are heavy cavalry* Attackers are Dashing Attackers are cuirassiers or lancers in open terrain*
terrain*	Commander or staff officer within 2" of attackers For each disorder marker the defenders have
-1:	Defenders are Elite or Ferocious Defenders are heavy cavalry or Steady infantry Defenders are lancers or cuirassiers v. cavalry Attackers are cavalry in difficult terrain For each disorder marker the attackers have Commander or staff officer within 2" of defenders
-2:	Attackers are Raw
-3:	Defenders are in square v. cavalry Defenders are behind fortifications etc

* not v. infantry in square