

Death of The Two Headed Dog – Quick Reference

Condition:

- 0. Steady
 - 1. Disordered
 - 2. Shaken
 - 3. Broken
 - 4. Dispersed
- No advance
Fleeing, no fire
Gone

Sequence of Action:

- Orders
- Charges (declarations, MTs, Evades, Move)
- Move
- Stationary Fire
- Moving Fire
- Melee
- Rallying
- Stink-pot dissipation

Orders

- Manoeuvre* may move as required, no Stationary Fire
- Attack* must advance on Enemy at max speed and engage in Melee.
- Hold* hold position. May turn to face enemy and may engage in stationary or moving fire.
- Rally* may remain stationary or may retire. May attempt to rally. May not fire, but will fight. Broken units will continue to retire.
- No Orders* stand or retire. no stationary fire.
- Voluntarily* unit must move at best speed away from
- Retiring:* nearest enemy, towards own base line.

Officers Actions.

- a. Change the orders of a unit within 6" of the Officer.
 - b. Move the officer (only 1 pt may be used each turn)
 - c. Rally a unit within 6".
- If officer involved in melee he loses 2 APs next turn.

Charges

Charging units must take a Morale Test before charging. Standing Units charged take Morale Test if contacted; if they pass may attempt to change formation.

Roll 1d10

- 1 Disordered -2 Shaken
- 1 Rabble +1 Disciplined

If result <= distance from Charging unit ("")t may change formation. If failed condition worsens by 1 level.

Movement

- Attacking +2 Disordered -1
- Resolute +2 Shaken -2
- Competent +1 Poor -1
- Skirmishing +1 Inept -2
- Column of companies +1

Movement Chart

Dice Roll	Move & Change formation	Move and fire	Move without firing
1 or less	0 / nfc	0	0
2 – 4	0 / nfc	0	½
5 – 6	0	½	1
7 or more	½	1	1 ½

nfc: No Formation Change. ½, 1, 1 ½ movement multiplier
 Foot 8" Cavalry 12"
 Fast Arty Manhandled 4" Fast Arty Limbd 8"
 Slow Arty Manhandled 1" Slow Arty Limbd 6"

Formation Changing

when moving roll 1d10; unit Disordered on 1 or 2 for Disciplined; 1-5 for Rabble.

Fire Combat

1d10 per Tray, subtract Fire Factor = MTs. 0 (10) always = at least 1 test to the max range of weapon.

WEAPONS TABLE										
Weapon	Ranges									
	2"	4"	6"	8"	12"	18"	24"	36"	48"	Melee
Cavalry Bow	6	7	8	10	-	-	-	-	-	6
Cavalry Bow & Melee	7	8	9	10	-	-	-	-	-	5
Cavalry Melee	-	-	-	-	-	-	-	-	-	4
Melee & Bow	6	7	8	10	-	-	-	-	-	6
Melee & Matchlock	6	7	8	9	10	-	-	-	-	6
Bow	6	6	7	9	9	-	-	-	-	8
Matchlock	5	6	7	8	9	-	-	-	-	7
Flintlock	4	5	6	7	8	-	-	-	-	7
MLR	4	5	5	6	6	7	9	-	-	7
Jingal	4	5	5	6	7	8	10	-	-	8
Very Light Artillery	5	5	6	6	6	7	9	-	-	8
Light Artillery	4	4	6	6	6	7	7	9	-	8
Medium Artillery	3	4	5	6	6	6	7	7	9	8
Heavy Artillery	3	3	5	6	6	6	7	7	8	8
Rockets	6	6	6	6	6	6	6	6	6	8
Infantry Melee Weapons	-	-	-	-	-	-	-	-	-	5

Tactical Factors:

- Firer Disciplined -1
- Firer Shaken +2
- Firer Attacking +1
- Firer Skirmishing +1
- Target in Cover +1/+3
- Target in Column of Coys +1
- Target Skirmishing +1
- Target is an Officer +2

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Artillery against defences

Gun Type	N/E	Reduce Cover by 1 Level
Light or assault	1-8	9-0
Medium	1-7	8-0
Heavy	1-6	7-0

Rockets 1d10 for each launcher in the battery.

0	Nominated target is hit
9	Unit nearest target & in arc is hit
2-8	miss
1	Unit nearest launcher & in arc is hit; if target is nearest then launcher hit.

roll on the weapons table as normal.

Melee

Resolute	-2	Disordered	+1
Competent	-1	Shaken	+2
Inept	+1	Oppo Skirm	-1
Officer with Unit	-1	Self Skirm	+1
Opponent in Cover	+?	in Col of Coys	-1
Attacked in Flank/Rear	+2	Self in Column	-2
Attacking Flank/Rear	-1	Charged	-1
Bayonet armed	-2		

If one side breaks or disperses the other gains one level of condition and may pursue.

If both sides break roll 1 d10 each, and modify:

+3	Resolute
+2	Competent
+1	Poor
+1	Disciplined

The Winner Stands Shaken whilst the loser breaks.

If both sides disperse then so be it.

Officer Replacements

1-3	3 moves
4-6	2 moves
7-0	1 move

Officer at Risk table

1	No where near him.
2	Cap removed from his head, carry on with aplomb!
3	Bullets pluck at his jacket as he stares boldly forward.
4	A nick, but not close enough.
5	A small wound to his arm but he manfully carries on.
6	Rendered unconscious a forced to leave the field.
7	Cruelly wounded he is carried from the field.
8	A limb is severed, in shock he bleeds to death.
9	Hit in the guts a bloody, messy death.
0	Shot between the eyes.

Rallying

Hold orders = 0 on 1d10

rally orders:

1-6	No effect
7-10	Rally one level
11+	Rally two levels

Officer with Unit	+1	Disciplined	+1
Under Fire	-2		

Morale

To take a morale test roll 1 d10 for each test and modify the result as follows:

Resolute	+1	Officer with Unit	+1
Poor	-1	In Cover	+1
Inept	-2	Under Artillery fire	-1
		In Skirmish formation	-1
		In Melee	-1
		Fired on/meleed in flank/rear	-2

If the result is 3 or less the Units Condition worsens by one level.

Key to unit Morale Levels:







Black	Resolute
Red	Competent
Yellow	Poor
Green	Inept

Stinkpots range (2").

Any Unit, including the launching or friendly units within 2" of the effect sections either immediately after launching or after movement must take a morale test. If it fails it does not suffer a worsened condition but must move backward until 4" from any effected cover.

At the end of each turn roll for each active stinkpot, a 1-2 means the stench has dissipated.

Formations

	Disciplined Skirmish
	Disciplined Line
	Disciplined Column
	Disciplined Column of Companies
	Other Skirmish
	Other Column
