

Quick Reference Sheet

Flash in the Pan

Activation Order: In H-t-H, wanting to charge, all others. May do 2: Charge, Move, Shoot (if Loaded), Reload, H-t-H.

Speed Modifiers: Moving up hill or across a wall/hedge is at -1" of speed for each occurrence. Moving through rough terrain or woods is at ½ speed. I.e. for every 1" traveling through, count as 2". Moving in Column Formation, or making a Charge, is at +2". Moving in Column Formation along a road is at 2x speed. Mounting or dismounting is -2". For mixed mounted/dismounted moves, prorate for each.

Shooting (roll Battleworth per Base): For targets that are in woods, or are behind a wall or another Unit, or are Skirmisher/Artillery; shooting is at -1 to the shooting roll for each occurrence.

Damage: Shooting hits from Skirmishers/Cavalry adds 1 DM on a Unit; from Infantry of the Line, 2 DMs; from Artillery, 3 DMs. A unit receiving >3 DMs in one turn, loses its leader on a roll of zero or less (-1 to the die roll per DM).

Morale Check: A Unit receiving any DMs from a unit shooting, must do a morale check. Roll the Battleworth of the Unit. On a **roll greater than** the current number of DMs + 1 for (Line, Skirmish, or Dismounted Cavalry) +2 for Unloaded Artillery the unit holds fast; **that number or less**, the unit flees (see Rout).

H-t-H: Roll Battleworth/Base; the highest winning their battle and causing 1 DM. Charging Unit gets +1 on first Turn only. +1/base overlap, in/behind defenses, or attacking the flank; +2 if multiple Bases deep, have the high ground, or attacking the rear. Apply the Tie Breaker rule from Initiative Order; if tied, it is a stalemate. If Unit routs, roll 1D6: 1 = Leader Killed, 2 = Leader Captured, 3 = Colors Captured, 4-6 = Nothing. The victor may occupy the vacated space.

Attempt to Recover DM(s): Roll Battleworth, +1 for an attached Commander: 4 = 1 DM, 5 = 2 DMs, 6 = 3 DMs.

Command (Cmd) Roster

Flash in the Pan

Cmd Name: _____ # Battle Dice: _____
Cmdr's Name: _____ Quality: _____
Battleworth: _____ MP: _____

Unit #1, Unit Name: _____ Type: Inf/Cav/Art
Ldr Name: _____ **Ldr Quality:** _____
Ldr Battle Worth: _____ **Ldr MP:** _____
Unit # of Unit Unit Unit
Bases: _____ Quality: _____ Battleworth: _____ MP: _____

Unit #2, Unit Name: _____ Type: Inf/Cav/Art
Ldr Name: _____ **Ldr Quality:** _____
Ldr Battle Worth: _____ **Ldr MP:** _____
Unit # of Unit Unit Unit
Bases: _____ Quality: _____ Battleworth: _____ MP: _____

Unit #3, Unit Name: _____ Type: Inf/Cav/Art
Ldr Name: _____ **Ldr Quality:** _____
Ldr Battle Worth: _____ **Ldr MP:** _____
Unit # of Unit Unit Unit
Bases: _____ Quality: _____ Battleworth: _____ MP: _____

Unit #4, Unit Name: _____ Type: Inf/Cav/Art
Ldr Name: _____ **Ldr Quality:** _____
Ldr Battle Worth: _____ **Ldr MP:** _____
Unit # of Unit Unit Unit
Bases: _____ Quality: _____ Battleworth: _____ MP: _____

Unit #5, Unit Name: _____ Type: Inf/Cav/Art
Ldr Name: _____ **Ldr Quality:** _____
Ldr Battle Worth: _____ **Ldr MP:** _____
Unit # of Unit Unit Unit
Bases: _____ Quality: _____ Battleworth: _____ MP: _____

Unit #6, Unit Name: _____ Type: Inf/Cav/Art
Ldr Name: _____ **Ldr Quality:** _____
Ldr Battle Worth: _____ **Ldr MP:** _____
Unit # of Unit Unit Unit
Bases: _____ Quality: _____ Battleworth: _____ MP: _____

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Cmdr's Name: _____ Quality: _____
Battleworth: _____ MP: _____

Unit #1, Unit Name: _____ Type: Inf/Cav/Art
Ldr Name: _____ **Ldr Quality:** _____
Ldr Battle Worth: _____ **Ldr MP:** _____
Unit # of Unit Unit Unit
Bases: _____ Quality: _____ Battleworth: _____ MP: _____

Unit #2, Unit Name: _____ Type: Inf/Cav/Art
Ldr Name: _____ **Ldr Quality:** _____
Ldr Battle Worth: _____ **Ldr MP:** _____
Unit # of Unit Unit Unit
Bases: _____ Quality: _____ Battleworth: _____ MP: _____

Unit #3, Unit Name: _____ Type: Inf/Cav/Art
Ldr Name: _____ **Ldr Quality:** _____
Ldr Battle Worth: _____ **Ldr MP:** _____
Unit # of Unit Unit Unit
Bases: _____ Quality: _____ Battleworth: _____ MP: _____

Unit #4, Unit Name: _____ Type: Inf/Cav/Art
Ldr Name: _____ **Ldr Quality:** _____
Ldr Battle Worth: _____ **Ldr MP:** _____
Unit # of Unit Unit Unit
Bases: _____ Quality: _____ Battleworth: _____ MP: _____

Unit #5, Unit Name: _____ Type: Inf/Cav/Art
Ldr Name: _____ **Ldr Quality:** _____
Ldr Battle Worth: _____ **Ldr MP:** _____
Unit # of Unit Unit Unit
Bases: _____ Quality: _____ Battleworth: _____ MP: _____

Unit #6, Unit Name: _____ Type: Inf/Cav/Art
Ldr Name: _____ **Ldr Quality:** _____
Ldr Battle Worth: _____ **Ldr MP:** _____
Unit # of Unit Unit Unit
Bases: _____ Quality: _____ Battleworth: _____ MP: _____