

Quick Reference Sheet

Flash in the Pan

Activation Order: In H-t-H, wanting to charge, all others. May do 2: Charge, Move, Aim, 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. All but Militia moving though rough terrain or woods is at ½ speed. I.e. for every 1" traveling through, count as 2". Moving in Column Formation along a road is at 2x speed. Other Column Formation moves, or making a Charge, is at +2". Mounting or dismounting is -2" each (you may Mount and Dismount during one move).

Shooting To Hit Modifiers: Targets in woods, or behind a wall or another Unit, or are Skirmisher/Artillery; shooting is at -1 to the To Hit roll for each occurrence. If the shooter Aimed, is Militia, or the Target is in Column; shooting is at +1.

Damage: Shooting hits from Skirmishers/Cavalry adds 1 DM to a Unit; from Infantry of the Line, 2 DMs; from Artillery, 3 DMs. (DMs are provided on the Token sheet.) 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) due to a wound. If a commander is attached, on a roll of 1-2, it is the commander that is hit.

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. Light Infantry, Dismounted Cavalry, Green/Regular Militia vs Line/Cavalry is at -1 Battleworth. Use the Tie Breaker rule; if still 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.

Morale Check: At the end of every turn, a Unit receiving any DMs, must do a morale check. Roll the BW of the Unit. On a **roll >=** the current number of DMs, + 1 for Skirmish, or Dismtd. Cavalry, +2 for Unloaded Artillery, the unit holds fast; on a **roll less than that number**, the unit flees (see Rout).

Attempt to Recover DM(s): Roll BW, +1 for an attached Commander; -1 for Militia: 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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Command (Cmd) Roster

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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: _____