



# For King or Empress Quick Reference Sheet

## Firing or Melee Procedure

STEP 1: *Begin with unit's Combat Value. Modify using the table below.*

+ 2	In Melee, for each friendly unit in contact with an enemy's Flank or Rear
+ 2	+2 In Firing or Melee, when opponent is in Road Column
+ 1	If Firing, for each friendly supporting unit
+ 1	Firing at enemy in Flank or Rear
+ 1	In Firing or Melee, for defending a Strong Point, Village or Works
+ 1	In Melee, if General is attached
+ 1	In Melee, for each friendly overlapping unit
- 1	Unit has 2 Disorder Markers
- 1	Muskets or Artillery Firing at Light Infantry
- 2	In Firing or Melee, if in Bad Going (except Light Infantry)

STEP 2: *Roll 1D6 attempting to score equal to or less than unit's Combat Value. (If greater than 6, 1 hit is scored automatically, and for amount higher than 6, roll 1D6 vs that number for a second hit).*

STEP 3: *Units Hit receive disorder markers:*

- Hit by Firing: Receive 1 Disorder Marker
- Hit in Melee: Receive 1 Disorder Marker and possibly Recoil
- Hit by Artillery at long range: Test Morale (Pass = No effect; Fail = Receive 1 Disorder Marker)

STEP 4: *Add 1 marker for each bullet point below:*

• Mounted in Bad Going
• Heavy Cavalry in frontal contact with Unlimbered Artillery or Muskets
• Light Cavalry in frontal contact with Unlimbered Artillery
• Muskets in any contact with Heavy Cavalry while in Good Going
• Muskets or Light Infantry in frontal contact with Unlimbered Artillery
• Light Infantry in any contact with Mounted while in Good Going
• Artillery in contact with any unit
• Any unit shot at on Flank/Rear, or in Melee with enemy contacting their Flank/Rear

## Turn Sequence for Activated Command

1	General makes his Initiative Roll
2	Artillery Fires
3	Movement
4	Firing Combat
5	Melee Combat

## Morale Tests and Results (use 1D20)

1 Disorder Marker	No test (no effect)
2 Disorder Markers	Morale Test (Pass = no effect; Fail = Recoil & Withdrawal full move facing away)
3 Disorder Markers	Morale Test (Pass = no effect; Fail = Recoil & Eliminated)
4 Disorder Markers	Unit Recoils & Eliminated

## Modifiers to 1D20 roll for Morale Tests

+ 2	General is attached (suffers fate of unit) [+ 3 if C-n-C with no command of own]
+ 2	Defending a Village or Works
+ 2	Uphill of enemy
+ 2	Defending bank of Stream
+ 1	In command range of C-n-C who has no command of his own
- 1	Per Disorder Marker
- 1	If attempting a Break Off move
- 2	If fired on by Artillery at short range
- 3	If fired on Flank or Rear
- 5	If Forced Marching
- 6	If unit in melee with enemy in contact to Flank or Rear

## ➔ If fail Morale check:

- Recoil one base depth
- Then Withdraw 1D6" (Mounted 2D6")
- End the turn facing away from the enemy

## BAD GOING

- ♦ Steep slopes, rough or boggy ground, woods
- ♦ Visibility in or out of Bad Going is 1"
- ♦ A unit is in Bad Going if at least ½ of its base frontage is in the terrain.