

UN POUR TOUS !

Quick Reference Sheet

TURN SEQUENCE

1	INITIATIVE / THE DROP	3	SHOOTING
2	MOVING	4	FIGHTING

PLUCK TESTS

Roll 2D6 and add the **Pluck** of the model or leader. If you score equal or more than 10 you have passed. If you roll less you have failed the psychology test.

Moral Test	If someone shoots at a model, the model must pass a moral test or it runs for cover.
Rallying Test	If a warband has 50% casualties or more, it must pass a Rallying test to continue the fight

MOVING

The players (following the Drop) move their models. Unconscious models are now prone. Prone models may stand up at half move.

Human	6"	Mule / Donkey	8"
Horse	10"	Dog	8"

TERRAIN AND OBSTACLES

Ground Type	Examples	Rate modifier
Normal	Fields, roads, ordinary hills	None
Difficult	Woods, Steep hills, stairs	Half rate
Very Difficult	High walls, Cliffs, etc.	Climbing Table
Obstacle	Fences, walls, edges, etc.	Passing Over Table

PASSING OVER

1	Stumble	the model does not cross, and cannot move further
2-5	Success	the model is placed on the other side of the obstacle in base contact, but cannot move further
6	Effortless	the model leaps over the obstacle and can complete its move if it has any remaining

CLIMBING

1	Fall	the model slips and falls to the ground
2-5	Climbing	if the top/bottom is reached, place the model at the edge. The model cannot move further that turn.
6	Climbing	if the top/bottom is reached the model can complete any remaining move.

SPRINGING

1	Fall	the model fails and falls to the ground and suffers a single Strength 2 hit. If he survives he is placed lying down.
2-5	Success	The model can do nothing else for that turn.
6	Into action	The model perfectly succeeds in. It can complete any remaining move.

HORSE JUMPING

1	Refuses	The model does not cross and its move ends
2-6	Effortless	the model leaps over the obstacle and can complete its move if it has any remaining

THROWN RIDER

1	Knocked Flying	The rider suffers a single Strength 2 hit. If he survives he is placed lying down beside his mount, in base contact if possible. If he is already engaged in a fight he fights lying down.
2-5	Rises from the dust	The rider can do nothing else for that turn- if already engaged in a fight, he cannot strike blows if he wins.
6	Leaps into action	The mounted fighter is replaced by a model on foot and suffers no further penalty.

ARMOUR MODIFIER CHART

Helmet	+1	No Mov. Pen.	x 2 Panache expand
Breastplate	+1	1"	-1 Climbing / Passing Over / Springing
Helmet Breastplate	+2	2"	-2 Climbing / Passing Over / Springing

SHOOTING

Weapon	Range	S	Pen	Notes
Flintlock Pistol	6"	3	Half	Slow Reload, Misfire
Musket	12"	4	Full	Slow Reload, Misfire
Caliver	8"	4	Half	Slow Reload, Misfire
Bow	18"	3	Full	
Crossbow	18"	4	Full	Slow Reload
Throwing dagger	S x 2"	3	Half	
Stone / Mug	S x 2"	S	none	Concussion

Misfire	A roll of a 1 (on any to hit dice) will be a 'misfire' result, requiring 2 turns to clean the gun and reload it
Slow Reloading	The weapon requires one full turn without movement or fight to reload

IN THE WAY

3+	Picket fence, hedge, , washing line, narrow posts.
4+	Solid wooden fence, low wall, rocks, wagon/cart, door or window of wooden building, barrels and crates,
5+	Fortified wall, large rocky outcroppings and boulders or similar

FIGHTING

All models whose base is less than 1" of an enemy model's base may fight in hand-to-hand combat. A model may make as many attacks as shown on its profile.

Order of Attack	Model who charged an enemy already in close combat that turn gains +1 attack. All attacks are simultaneous.
Attack & Parry	Determine the number of attacks and the number of Parrys for each model involved in the fight.
Roll to Hit	Roll a D6 for each attack and each parry. Pick out the dice which have scored hits/parades.
Passes	The model which scored more successful hits may : <ul style="list-style-type: none"> - Push back the enemy model of 1" - Swap the models' positions - Move an extra 1" (away from enemy model) In case of deuce, the positions remain unchanged.
Roll to Wound	Determine the D6 score required to wound using the Wound Chart. Roll a D6 for each hit scored. Pick out the dice which have scored wounds.
Roll to Save	If opposing model has a saving throw. Roll a D6 for each wound suffered. The score needed is shown on the Armour Saving Chart.

TO WOUND CHART

		TARGET'S GRIT									
		1	2	3	4	5	6	7	8	9	10
ATTACKER'S STRENGTH	1	4	5	6	6	6/4	6/5	6/6	-	-	-
	2	3	4	5	6	6	6/4	6/5	6/6	-	-
	3	2	3	4	5	6	6	6/4	6/5	6/6	-
	4	2	2	3	4	5	6	6	6/4	6/5	6/6
	5	2	2	2	3	4	5	6	6	6/4	6/5
	6	2	2	2	2	3	4	5	6	6	6/4
	7	2	2	2	2	2	3	4	5	6	6
	8	2	2	2	2	2	2	3	4	5	6
	9	2	2	2	2	2	2	2	3	4	5
	10	2	2	2	2	2	2	2	2	3	4

Weapon	S	Pen	Notes
Dagger	S	-	+1 Attack if Rapier in the other hand
Rapier	S	-	-
Club	S	-	Concussion
Hand Axe	S	-	-
Halberd / Fork	S+1	-	2 hands
Flintlock Pistol	3	Half	+1 Attack if Rapier in the other hand

WEAPON STRENGTH MODIFIER

STRENGTH	2	3	4	5	6	7	8	9	10
MODIFIER	+1	0	-1	-2	-3	-4	-5	-6	-7