

WITH MACDUFF TO THE FRONTIER AWI Quick Reference 20 June 2015

Typing corrected 24 May 2016

SEQUENCE OF PLAY. Roll for initiative each turn, winner chooses to go 1st or 2nd with all units. Once all units on both sides have acted resolve any end of move shooting then resolve all melees.

Alt sequence. If agreed players may use a deck of cards instead of rolling for initiative. Assign red to 1 side black to the other. When a player's colour is drawn he may activate 1 commander or unit. This is especially relevant for small skirmishes or games set at night, in fog, forest. In multiplayer games allow each player on a side to activate 1 unit. Once all units on both sides have acted resolve any end of move shooting then resolve all melees.

COMMAND CONTROL. (Optional) If a unit is not within 12" and line of sight of its commander when activated roll 1d needing 4 or better to move. +1 Elite, -1 Militia

MOVEMENT. Player must declare move before rolling. A unit may advance at full speed or retire full speed backs to the enemy. It may also move backwards or sideways at 1/2 speed. Wheels are made on a stationary pivot.

Charges. Enemy must be visible to front before moving. A unit is pinned if contacted by a charge except that cavalry which has not yet moved may counter charge and skirmishers that have not yet moved may retreat.

UNIT	BASIC MOVE	SPECIAL
Regular Infantry	6+d6"	+d6 if starting or ending in column
Irregular Infantry	3d6"	
Cavalry, Commanders	6+ d6" x 2	
Artillery	1d6"+6" if limbered	+d6 on road
Wagons, Heavy Artillery	d6"	+d6" on road
Boats	12+2d6"	-1d6 against or across current +1d6 with current

Terrain: Roads negate terrain. **Visibility** in woods etc 3".

Broken Ground. Irregulars and skirmishers move full, formed reg infantry, cav ½ move.

Difficult Ground. Irregular and skirmishers and infantry columns ½ move

SHOOTING. Once per turn. Shoot instead of move or at end of turn.
2 ranks if formed inf o/w 1. Arc 45 either side. Roll 1d6/2 inf or 1 gunner

Effect: 5 or 6 = hit. 1/2 dice long range, +1 to die if sharpshooter or regular 1st fire or if shooting at column of flank.
-1 if inferior. Troops in cover and skirmishers suffer ½ hits. Round ½ up if partial cover, round down in full cover.

WEAPON	RANGE	CLOSE/LONG
Musket	6"/12"	
Rifles	12"/24"	
Light gun	12"/36"	
Foot artillery	12"/48"	

MELEE: 1d6 /2 infantry or gunners or 1 cavalry. Count 2 ranks in line. 1 rank if others or if attacked in flank or rear.

Effect. Each modified score of **5 or 6** inflicts 1 hit on the target.

- **Troop Quality** +1 If **Elite or Shock Troops**, -1 if **Militia or not equipped for melee**.
- **Charging.** +1 if charging without having fired this turn or if pursuing
- **Obstructed** : -1 if attacking an obstacle or uphill

Result. Unit taking more than inflicted test morale.

MORALE. Unit lost melee or lost 25% from shooting must roll 1 die:
+1 Commander joined, +1 Elite, -1 Militia or irregular. -2 Below 1/2

4,5,6 **Steady.** if lost melee fall back in good order, if disordered, rally.

1,2,3 **Retreat** full move in disorder facing enemy. 0 **Rout**.

DISORDER. Count ½ when shooting and in melee, may only shoot as a reaction. They must spend a move halted to recover.

RALLY MEN! A Commander may move up to 12" to join a unit which has lost a casualty to shooting or which is in melee. He

must stay with the unit till the en of the turn. Roll 1 die 1 d6 4,5,6 =1 hit cancelled, 1 = Cdr ko.

FOLLOW ME! A commander may move up to 12" to join a unit and add 1d6" of movement but must stay with the unit until the end of the turn.