

Vom Kriege (No Hexes) 1.0 - Quick Reference

Orders

Unit Order	Dice	Actions allowed for units/groups	Dice	Actions allowed for units/groups
Deploy		Infantry may move and shoot.	 	Infantry may move twice, or Infantry may shoot with +1
Deploy		Cavalry may move and melee.	 	Cavalry may move twice, or Cavalry may melee with +1
Deploy		Artillery may move and shoot.	 	Artillery may move twice, or Artillery may shoot with +1
Assault		Any unit may move, shoot and melee.	 	Any unit may move twice, or Any unit may shoot with +1, or Any unit may melee with +1
Rally		1 unit with 2 or more hits can remove 1 hit marker. Unit can change facing to any direction.		

Movement

Troop Type and formation	Move	Movement adjustments	
Infantry in line	6"	Infantry or cavalry change formation	- ½ move
Infantry in column	9"	Move through friendly unit (except artillery)	x ½
Cavalry in line or column	12"	Move sideways or backwards	x ½
Heavy and Light Artillery	6"	Infantry in rough terrain	x ½
Horse Artillery	9"	Cavalry/artillery in rough terrain	x ⅓
Leader	15"	Move on road in march column	x 2

Reaction Moves

Retire	- A defending cavalry unit, artillery unit or infantry unit in open order contacted by infantry MAY choose to retire. - A leader, when an enemy unit moves into contact MUST retire. - A unit or leader may not Retire if it cannot make a basic move towards its side of the battlefield.
Counter-charge	A formed defending cavalry unit may counter-charge an attacking cavalry unit that declares a melee, if the defending cavalry unit can intercept the attacking unit before it makes contact.
Defensive Fire	If an attacking unit declares a melee on a defending unit, then the defender gets to shoot at the attacking unit before the melee combat (refer melee and shooting).
Form Square	An infantry unit may choose to form square during the opponent's turn when an enemy cavalry unit moves adjacent, except if the unit is in rough terrain or battling back.

Test to Form Square: Roll up to 4 command dice and the unit can form square if at least 1 Infantry is rolled.

Subtract 1 command die if 2 or more hits, and subtract 1 command dice if unit is disordered.

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Shooting

Fire Points	Close (3")	Skirmish (6")
Infantry line	4	1 (Sk only)
Infantry column	2	1 (Sk only)
Infantry open order	2	2 (Sk only)
Infantry in BUA/woods	2	-
Open order in woods	2	2 (Sk only)
Infantry square	1	-

Artillery Fire Points	3"	6"	12"	18"	24"
8 gun Heavy	5	4	3	2	1
8 gun Light	4	3	3	2	1
6 gun Heavy	4	3	3	2	1
6 gun Light	3	2	2	1	1

Adjustments (except Squares)	
Order bonus	+1
Shooter is 2-rank line firing at close range (3")	+1
Artillery target is enfiladed, square, or column	+1
Target in woods	-1
Infantry target occupies BUA or fieldworks	-2
Artillery target occupies BUA or fieldworks	-1
Artillery target is skirmish at 3.1"-6" range	-1
Shooter is disordered	-2
Shooter has a shooting marker	x ½
Target is obscured (target visible to less than half the front stands)	x ½

Battle Dice roll	Hits scored
	Scores 1 hit for each troop symbol rolled that matches the target unit. First hit on an open order target is converted to a disorder.
	Target disordered
	None

Melee

Battle Dice rolled = Strength of unit +/- adjustments

Squares in melee - unit has a strength of 1. For cavalry attacking a square, the battle dice rolled is 1 with no adjustments.

Melee adjustments	
Order bonus, or for each melee support unit	+1
Elite / Conscript	+1/-1
Irregular versus non-disordered	-2
Heavy cavalry	+1
Lancers charging infantry	+1
Unit is disordered or in open order	-2
Melee into woods or uphill	-1
Melee into BUA, fieldworks or across bridge	-2

Battle Dice roll	Hits scored
	Scores 1 hit for each troop symbol rolled that matches the target unit.
	Scores 1 hit on any unit. Cavalry v Infantry in square only hit with a Sabre.
	A flag may cause a unit to retreat. (refer Retreats section)

Defending artillery must retreat a full move limbered.

Unattached artillery in melee with cavalry are immediately removed from play.

Retreats

Units retreat ½ move per flag rolled, except infantry in square which take 1 hit per flag.

All units which retreat are disordered.