

Musket and Pike Battle Series

PLAYER AID CARD

Orders and Activation Tables

Orders Restriction Chart (5.6)

| Order | Move | Action | | |
|----------------|--------------------|------------------|----------|----------|
| | | Fire | Reform | Rally |
| Charge | Full ¹ | Yes | No | No |
| Make Ready | Full ² | Yes ⁴ | w/Leader | No |
| Receive Charge | 1 Hex ² | Yes ⁴ | Yes | w/Leader |
| Rally | Full ³ | Yes ⁴ | Yes | Yes |

1 Must end at least 1 hex closer to the closest enemy unit that is not already engaged. (Except: LI need not move adjacent to the front of an enemy HI.) Units may not Pass, use Retreating Fire, nor use Withdraw in Reaction Movement.

2 Can not move adjacent to an enemy unit.

3 Can not move any closer to an enemy unit.

4 No Advancing Fire allowed—Salvo, Skirmishing and Retreating Fire is allowed.

w/Leader = Action only allowed if stacked with or adjacent to a leader (see 5.6 and 13.3).

Continuation and Preemption Table (4.3, 4.4)

| Current Order | Continuation | Preemption |
|----------------|--------------|------------|
| Charge | 0-3 | 0-4 |
| Make Ready | 0-2 | 0-3 |
| Receive Charge | 0-1 | 0-2 |
| Rally | NA | NA |

#—# die roll necessary for success, NA = not allowed

Die Roll Modifiers:

? WC's Leadership Rating + AC's rating if adjacent or stacked with WC.

+1 WC adjacent to enemy unit (not morale broken)

-1 Cavalry Wing

Applicable to Continuation only:

+1 Second Attempt

+1 NGBG: All rolls during Landskrona

Applicable to Preemption only:

+1 If the Wing Commander is marked No Continue

Orders Change Table (5.7)

| Current Order | Charge | Desired Order | | |
|----------------|--------|---------------|----------------|-------|
| | | Make Ready | Receive Charge | Rally |
| Charge | - | 0-3 | 0-2 | 0-5 |
| Make Ready | 0-5 | - | 0-5 | 0-6 |
| Receive Charge | 0-3 | 0-5 | - | 0-4 |
| Rally | 0-1 | 0-4 | 0-3 | - |

Die Roll Modifiers:

? WC's Leadership Rating plus the AC's rating if adjacent or stacked with WC.

+1 Leader adjacent to enemy unit (not Morale Broken)

-1 Cavalry Wing changing to Charge

+1 Cavalry Wing changing to Receive Charge

-2 If changing to Rally when more than half the units of the Wing are Morale Shaken, Morale Broken or eliminated.

Leader Casualty Table (5.3)

| Die Roll | Result |
|----------|--------------------------|
| 0-8 | No Effect |
| 9 | Leader removed from play |

Leader Replacement Table (5.3.3)

| Die Roll | Result |
|----------|--|
| 0 | Return original Leader Immediately |
| 1 | Use Replacement, but original Leader returns at end of next turn. |
| 2-9 | Leader eliminated or does not return (if off map). Use Replacement Leader. |

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Musket & Pike CHARTS AND TABLES

Terrain Effects Chart (TEC) *All MP costs and Combat modifiers are cumulative.*

| Hex Terrain | MP Cost to Enter | | | Blocks LOS | Combat Effects | |
|------------------------------|---|---------|----------------|---------------|----------------|--------------|
| | Heavy Infantry | Cavalry | Light Infantry | | Fire | Close Combat |
| Clear or Ploughed Field | 1 | 1 | 1 | - | 0 | 0 |
| Woods | 2* | 4* | 3 | Yes | -1/+1 § | -1 |
| Marsh | 1* | 2* | 2 | - | 0 | +1 |
| Thicket, Vineyard, or Garden | 2* | 3* | 2 | - | 0 | +1 |
| Hedge Lined Road | 2* | 3* | 2 | Yes | -1 | -1 |
| River or Pond | NA | NA | NA | - | 0 | NA |
| Marshy Stream | 2* # | 4* | 3 | - | 0 | +2 |
| Stream | 2* | 3* | 2 | - | 0 | +1 |
| Village | 2* | 4* | 2 | Yes | -2 | -2 |
| Bridge | 2* | 2* | 1 | - | +2 | -2 |
| Castle | 2* | 4* | 2 | Yes | NA | NA |
| Wagon in hex | OT | OT | OT | Yes | -1 | -1 |
| Chateau | 2* # | NA | 2 | Yes | -2 | -2 |
| ULB: Alerheim Gully | 1 | 2 | 1 | - | -1 | -1 |
| ULB: Alerheim Schloss | NA | NA | NA | Yes | NA | NA |
| Roads and Tracks | have no effect on play, except to allow artillery to cross certain hexsides | | | | | |
| Hexside Terrain | | | | | | |
| Stream Hexside‡ | +1* | +1* | +1 | - | 0 | -1 |
| Hedge Hexside | +1* | +1* | +1 | Yes | -1 | -1 |
| Up Steep Slope | +1* | +1* | +1 | Yes | 0 | -1 |
| Down Steep Slope | +1* | +1* | +1 | Yes | -1@ | 0 |
| Entrenchment | +1* | +1* | +1 | - | -1 | -1 |
| River or Pond | NA | NA | NA | - | 0 | 0 |
| Marshy Stream | +2* # | +2* | +2 | - | 0 | -2 |
| Bridge | +1* | +1* | +0 | - | 0 | +2 |
| ULB: Freiburg Redoubt | +1* | +1* | +1 | - | -2 | -2 |
| ULB: Freiburg Star Fort | +1* | +1* | +1 | - | -3 | -3 |
| ULB: Freiburg Abatis | +1* | NA | +1 | - | -1 | -1 |
| ULB: Mergentheim Struetle | +1 | +1 | +1 | - | 0 | 0 |

* = Formation Hit NA = Not allowed

OT = Other terrain in hex

@ Applies to Musket Fire Tables only

§ Modifiers are for non-artillery / artillery fire

Artillery units and Heavy Infantry units with integrated artillery cannot move into these hexes or across these hexsides unless the hex or hexside contains a road.

The following have no effect on play:

- Scattered trees, mills and wind-mills, minor tracks, faded streams, and small buildings, including the Olofstorp farm at Halmstad and the church and farm at Jankau.
- TACW: Edgehill: the stream; Marston Moor: the ditches

GENTLE SLOPES: A Gentle Slope

hexside affects only Grazing Fire (10.8.3), and causes a Formation Hit on a unit only when the unit crosses the second Gentle Slope hexside in the same activation. There is no MP cost to cross a Gentle Slope hexside and such a hexside does not block LOS.

Interception Table (9.3) (Cavalry units only)

Current Order Die roll necessary to Intercept

| | |
|----------------|-----|
| Charge | 0-5 |
| Make Ready | 0-4 |
| Receive Charge | 0-3 |
| Rally | NA |

Die Roll Modifiers:

- 1 Original Morale of 8
- +1 Original Morale of 6 or less
- ? AC and/or WC's Ldr Rating if stacked w/the cavalry unit
- +1 NGBG: Interceptions at Halmstad

Formation Effects on Movement Chart (6.3)

| Formation | Effects |
|------------------------------|----------------------------|
| Formation Normal | Full MA |
| Formation Shaken | Half MA |
| Formation Broken | No Movement |
| Morale Broken (no formation) | No Movement |
| Hedgehog | No Movement |
| Open Order | Full MA, No Formation Hits |
| Column | MA +2, No Formation Hits |

Musket & Pike CHARTS AND TABLES

Fire Tables

Heavy Infantry Musketry Tables (10.0)

| Die Roll | Heavy Infantry | | | Heavy Infantry with Regimental Artillery | | |
|----------|----------------|-------|-------|--|-------|---------|
| | Front | Flank | Salvo | Front | Flank | Salvo |
| ≤ 0 | Miss | Miss | Miss | Miss | Miss | Miss |
| 1 | 1 | Miss | Miss | 1 | Miss | Miss |
| 2 | 1 | Miss | 1 | 1 | Miss | 1 |
| 3 | 1 | 1 | 1 | 1 | 1 | 1 |
| 4 | 1 | 1 | 1 | 1+FH | 1 | 1+FH |
| 5 | 1 | 1 | 1 | 1+FH | 1 | 1+FH |
| 6 | 1 | 1 | 2 | 2+FH | 1 | 2+FH |
| 7 | 2 | 1 | 2 | 2+FH | 1+FH | 2+FH+MC |
| 8 | 2 | 1 | 2 | 2+FH+MC | 1+FH | 2+FH+MC |
| 9+ | 2 | 2 | 2 | 2+FH+MC | 2+FH | 2+FH+MC |

= Number of hits plus possibly a MC (10.6.2).

MC = Morale Check. This is in addition to any MC required by 10.6.2 (Morale levels), 10.6.3 (Salvo Fire) and 10.6.4 (Casualty Threshold), and is covered in 10.6.5.

FH = Formation Hit. All formation hits are considered from artillery, so if unit is already Formation Broken 10.6.6 applies.

Die Roll Modifiers:

All modifiers are cumulative

FIRER IS OR HAS:

- 2 Formation Shaken or Open Order Marker

-3 Formation Broken

-1 Reaction Fire vs. Moving Cavalry

-1 Unit with Salvo Marker (10.4)

-3 Advancing Fire (10.3.2) or Retreating Fire (10.3.4)

-1 For each Casualty Point on a one hex unit

-1 For every two Casualty Points on a two hex unit

-1 NGBG: All firing at Halmstad

-3 NGBG: Peasant Militia at Landskrona

DEFENDER IS:

- +1 In Hedgehog
- +1 In Column

See TEC for additional die roll modifiers

Light Infantry and Cavalry Fire Table

| Die Roll | Commanded Muskets and Dragoons | Cavalry Pistol Fire |
|----------|--------------------------------|---------------------|
| ≤ 6 | Miss | Miss |
| 7 | Miss | 1 |
| 8 | 1 | 1 |
| 9+ | 1 | 1 |

= number of hits

Die Roll Modifiers:

FIRER IS OR HAS:

- 1 Formation Shaken or Open Order Marker
- 2 Formation Broken
- 3 Advancing or Retreating Fire
- +1 Arquebusier
- 1 NGBG: All firing at Halmstad

DEFENDER IS:

- +1 In Hedgehog
- +1 In Column

See TEC for additional die roll modifiers

COMMANDED MUSKETS

& DRAGOONS:

- +1 for each SP > 1

CAVALRY:

- +1 for each SP > 3
- 1 for each SP < 3

Casualty Threshold Table (12.5)

| Original Morale | Original Strength | | | | | |
|-----------------|-------------------|-----|-----|-----|-------|-----|
| | 2 | 3-4 | 5-6 | 7-9 | 10-14 | 15+ |
| ≤ 6 | 1 | 1 | 2 | 3 | 4 | 5 |
| 7 | 1 | 2 | 3 | 4 | 5 | 6 |
| 8 | NA | NA | 4 | 5 | 6 | 7 |

= Casualty Threshold of unit

Artillery Fire Table (10.8)

| Die Roll | Double 3lb | | Double 4-8lb | | Double 12-24 lb | |
|----------|------------|-------|--------------|-------|-----------------|----------|
| | 3lb | 3lb | 4-8lb | 4-8lb | 12-24 lb | 12-24 lb |
| ≤ 3 | Miss | Miss | Miss | Miss | Miss | Miss |
| 4 | Miss | Miss | Miss | Miss | Miss | FH |
| 5 | Miss | Miss | Miss | FH | FH | FH |
| 6 | Miss | FH | FH | FH | FH | FH+MC |
| 7 | FH | FH | FH | FH+MC | FH | FH+MC |
| 8 | FH | FH+MC | FH | FH+MC | FH+MC | FH+MC |
| 9 | FH | FH+MC | FH+MC | FH+MC | FH+MC | FH+MC |
| 10+ | FH+MC | FH+MC | FH+MC | FH+MC | FH+MC | FH+MC |

FH = Formation Hit, MC = Morale Check

Die Roll Modifiers:

- +2 Target is in Hedgehog or Column
- 1 Firing Artillery unit is Morale Shaken
- +/- Range Modifier (see Artillery Range Chart)

See TEC for additional die roll modifiers

Artillery Range Chart (10.8.2)

| Range in Hexes | 3lb Falcons | 4-8lb Sakers | 12-24lb Culverins |
|----------------|-------------|--------------|-------------------|
| 1 | +1 | +1 | +1 |
| 2-3 | 0 | 0 | 0 |
| 4 | -1 | 0 | 0 |
| 5 | -1 | -1 | 0 |
| 6 | -2 | -1 | 0 |
| 7 | -2 | -1 | -1 |
| 8-9 | -3 | -2 | -1 |
| 10 | NA | -2 | -2 |
| 11-13 | NA | -3 | -2 |
| 14 | NA | -3 | -3 |
| 15-17 | NA | NA | -3 |

= Range Modifier

Close Combat Tables

Close Combat Table (11.0)

Die

Roll Result

- ≤0 **Attacker Eliminated.** Defender MAY advance into vacated hex, Check for Cavalry Pursuit.
- 1,2 **Attacker Morale Broken.** Attacker Retreat 2 hexes, Defender MAY advance into vacated hex, Check for Cavalry Pursuit
- 3 **Attacker Morale Shaken.** Attacker Retreat 2 hexes. Defender MAY advance into vacated hex
- 4 **Attacker Morale Shaken.** Attacker Retreat 1 hex. Defender cannot advance.
- 5 **Defender Morale Shaken.** Defender Retreat 1 hex. Attacker cannot advance.
- 6 **Defender Morale Shaken.** Defender Retreat 2 hexes, Attacker MUST advance into vacated hex.
- 7,8 **Defender Morale Broken.** Defender Retreat 2 hexes. Attacker MUST advance into vacated hex. Check for Cavalry Pursuit
- ≥9 **Defender Eliminated.** Attacker MUST advance into the vacated hex. Check for Cavalry Pursuit.

Close Combat Die Roll Modifiers:

- +/-1 For any attacking/defending leader (only 1 per side may be used; 11.3.2). Check for Leader Casualty.
- +/- Morale Differential (11.3.3)
- +/- Strength Ratio (11.3.4)
[4:1 = +2 2:1 = +1 1:2 = -1 1:4 = -2]
- +/- Close Combat Matrix (11.3.8)
- 1 Defending Cavalry expends a Pistol Shot
- +1 For each attacking Cavalry unit expending a Pistol Shot
- +1 For each flank/rear hex defender is attacked from (11.3.7)

Apply any modifier below this line a maximum of one time per combat; otherwise all modifiers are cumulative except apply only the worst Formation modifier for each side.

Attacker is or has:

- 1 Formation Shaken or in Open Order
- 2 Formation Broken
- +1 Fired Salvo just prior
- +1 Heavy Infantry Momentum (11.3.6)
- +2 Cavalry Momentum (11.3.6)
- NGBG: At Halmstad, use +1 instead

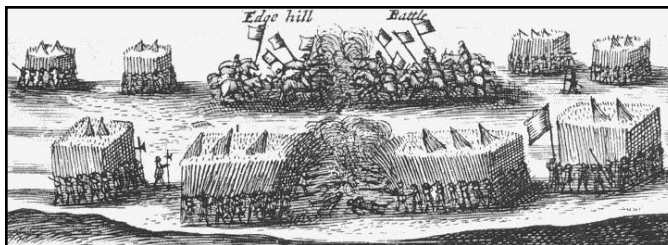
Defender is:

- +1 Formation Shaken or in Open Order
- +2 Formation Broken

See also the TEC for additional DRMs for the defender.

Important: The maximum final total of all Close Combat modifiers cannot be greater than +4 or less than -4.

Formation Hits: After Close Combat both sides incur a Formation Hit. If a unit is already Formation Shaken it becomes Formation Broken. If Broken or in Hedgehog, no further effect.



Close Combat Matrix (11.3.8)

| Attacker | Defender | | | | | |
|-------------|----------------|------------------|--------|---------|---------------|----------------|
| | Cur- assier | Arque- busier | Hv Inf | Lt Inf* | Hedge- hog | HI no Pikes |
| Curassier | 0 | +1 | -1 | +2 | -2 | +1 |
| Arquebusier | -1 | 0 | -2 | +1 | -3 | 0 |
| Heavy Inf | +1 | +2 | 0 | +2 | -1 | +1 |
| Light Inf* | NA | NA | NA | 0 | NA | NA |
| HI no Pikes | -1 | 0 | -1 | +1 | -2 | 0 |

Artillery is ignored in Close Combat (11.5)

*See 11.6

Unable to Retreat Table (Morale Broken, 11.4.5)

| Die Roll: | Eliminated | Stands |
|-----------|------------|--------|
| | ≤ 4 | 5+ |

Die Roll Modifiers:

- 2 Base Morale ≤ 6
- +1 Base Morale = 8

Note: If a unit Stands, return it to Morale Shaken

Cavalry Pursuit Table (11.7.2)

| Die Roll | | |
|----------|-------|--|
| TACW | Other | Result |
| ≤ 2 | ≤ 4 | Break Off |
| 3-5 | 5-8 | Pursue and Eliminate Mark Pursuer as Formation Broken |
| 6+ | 9+ | Pursue off map and Eliminate |

TACW = Use this column when playing This Accursed Civil War
Other = Use this column when playing all other (non-England) MPBS games

Die Roll Modifiers:

- +1 Pursuing Cavalry unit under a charge order
- +1 Pursuing Cavalry unit used Momentum in Close Combat
- 2 TACW: if Cromwell is stacked with or adjacent to cavalry
- ? All but TACW: Leadership modifier of friendly leader used in the Close Combat

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