To the Strongest QRS
Special Wheaton Light Brigade Edition

Easy Activations

Move or Charge one box straight ahead
Move & Shoot (Only Light Javelin Units)
Shoot & Move (Only Indicated Light Units)
Shoot, Replenish One Ammo
Rally

Difficult Activations

Move one box diagonally, sideways to backwards
Unit(s) are out of command (2 box range)
Change facing/places, then move
Move or Charge in/out of rough terrain

Light Units: Activations are never difficult

Deep Units: Difficult are at +2 Pips to succeed

ZOC: Charge, face ore retire only; no other actions

Victory Points

VPs In Command:
Demoralization Level:

Saving Throw Modifiers

MODIFIERS IN MELEE
+2 Light infantry in rough (except vs other Lights)
+2 Foot charged across fortifications
+1 Foot charged uphill
+1 Foot in rough charged by mounted
+1 for Stream, Bridge or shoreline
+1 Pike or Spear charged by mounted
+1 Regular foot in good order frontally charged by mounted
-1 Charged by 2HCCW
-1 Light foot charged by mounted in open terrain
-1 Any unit in a demoralized command

MODIFIERS IN SHOOTING
+1 Later Knights, Shieldwall, Units in cover
+1 Light Units
-1 Units in a Demoralized Command
-1 Hit from Flank or Rear

Unit ID	Unit Type	Hits On:	Saves On:	Ammo	Special Rules

HOW TO:	
Activate	• Declare your action, decide if it is normal, difficult or doubly difficult. ALL activations are normal for Light Troops (Must say "Light" on your roster). • Draw an activation card. Need a 2+ or prior card +1 for success, +2 for difficult • If successful, perform indicated action, tucking activation card under the unit. • If unsuccessful, a General may (once per turn) allow a "re-draw" if in the same box. • Otherwise, that command's turn is ended.
Move	• NORMAL: Move/charge 1 box straight ahead, 2 for mounted. (Mounted stop when entering rough) • NORMAL: Shoot & Move or Move & Shoot • DIFFICULT: Diagonal, in/out of rough, sideways, backwards. Change unit facing.
March Move	• Activate as per move, may move one extra box <u>straight ahead</u> (2 total for foot, 3 for mounted) • May not enter a square that can be charged or fired into by formed troops (not Lights)
Group Move	• Limited to ONCE per turn, uses a single activation card for a group of units, Generals may not re-draw a group move card • Units must be in command and must include the general • If activated, all units in the group move the same distance and direction
Shoot	• Declare target and number of shots (usually just 1). • Draw an activation card. Need a 2+ or prior card +1 for success. • Draw a "To Hit" card. Hit scored on 8+. • If hit and target does not make save, apply one disorder. Save for Generals if needed
Shoot & Move	• Non-javelin armed Light troops ONLY • Declare target and movement. • Draw an activation card. Need a 2+ or prior card +1 for success. • Resolve shot as above, then move one box to the rear
Move & Shoot	• Javelin armed Light troops ONLY • Declare movement and target • Draw an activation card. Need a 2+ or prior card +1 for success. • Move one box straight ahead, then resolve shot as above
Charge / Melee	• Declare Charge, indicating unit to be attacked • Draw an activation card. Need a 2+ or prior card +1 for success. • Test for Evade by Target. If target successfully evaded, move into vacated square, activation ends. Otherwise: • Draw a "To Hit" card (2 cards if conducting a flank attack). Hit scored on 6+ or 8+ (see roster). Disordered troops always need 8+ • Failed "To Hit" cards may be re-drawn with Hero or Heroic General in same square • If target does not make save, apply one hit. Make Rout Checks if needed. • Target now battles back, drawing a "To Hit" card. NOTE: If target killed/ failed to evade it does not fight back! • Charging unit, if hit, must make a save or receive one disorder. Make Rout Checks if needed. • Charging unit **must** advance is defender vacates square
Evade (Light Units Only)	**Foot** • 3+ In rough vs. All • 5+ In open evading foot • 7+ in open evading mounted **Mounted** • 3+ In open evading foot • 5+ In open evading mounted • 7+ In rough terrain
Rally	• Declare the unit attempting to Rally (May not Rally in an enemy ZOC) • Draw an activation card. Need a 2+ or prior card +1 for success. • If successful, draw a card to make a "save." Add +1 for a general present, -1 for each enemy in charge position, -1 for units in demoralized command. • If successful, remove one disorder from the unit
Resupply Ammo	• Same as "Shoot" but gain one ammo instead of shooting • May never have more ammo than allowed (Javelins: 2, Light Bow: 3, Formed Bows: 6) • Remove one ammo marker from the reserve in your camp.
Make A Save	• When required to save, or attempting to Rally, draw a card. • Modify card drawn according to chart on obverse (never modify a General's Save card). • If card drawn equals or exceeds Save value (see roster) Save is successful. A 10 always saves. • Rout Test: Units get 2 attempts and only pick up a disorder if they fail <u>both</u>.

Shooting Arcs