

# Black Powder Tactical Commander Reference Sheet

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## Phases

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Initiative - Command - End Phase

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### Initiative Phase

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- carry out action against nearest visible enemy unit
  - engineers carry out engineering tasks
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### Command Phase

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#### Modifiers

- 1 each successive order to the same formation
  - 1 per 20cm distance (except recce)
  - 1 moving in dense terrain
  - 1 charging the enemy
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#### Movement Formations *(per stand in unit)*

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**Line:** +1 Save Die

**Extended Line:** +1 Save Die

**March Column:** +1 to Command Die for Command units touching bases with all stands in march column, only one stand may fire to the front and none to flank

**Attack Column:** Only front rank stands may fire

**Square:** No saves against ranged weapons, must form if enemy cavalry within 30cm and no friendly cavalry present

**Disordered:** None

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#### Command Bonuses *(double one scored)*

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**Command Roll:** 2 actions may be carried out by each unit

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### Firing

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#### Modifiers (per stand in unit)

- +1 within half range
  - 1 extended line
  - +2 firing on enemy flank or rear
  - +1 Infantry per unit versus Infantry in square
  - +1 Artillery per stand versus Infantry in square
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### Hit Definitions

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- troops in the open are hit on 4+
  - troops in soft or partial cover are hit on 5+
  - troops in hard or full cover (fortified works) are hit on 6
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#### Command Blunder *(double six scored by CO or HQ; applied to units under that HQ or CO)*

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- 1 **CEASE FIRING!** Roll one die and the command unit takes this number of attacks from firing.
- 2 **CROSS-FIRE!** The three units nearest the command unit each take 3 attacks in the flank from firing.
- 3 **RE-LOCATE!** The command unit moves half-move directly away from the nearest visible enemy unit.
- 4 **PULL BACK!** All unsuppressed units in the open half-move away from the nearest visible enemy unit.
- 5 **OPEN FIRE!** All unsuppressed units fire to their front.
- 6 **LET'S GET 'EM!** All unsuppressed units in the open half-move towards the nearest visible enemy unit.

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## Road Movement Bonus

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- 5cm for foot and transport units; 10cm for cavalry units.
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### Charge

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#### Attack Values (per stand in unit)

- 5 Mounted Cavalry
- 4 infantry
- 2 all other troops

#### Modifiers (per stand in unit)

- +1 charging the enemy
- +1 each unit in support (within 10cm and LOS)
- 1 suppressed
- 2 fighting to flank or rear (each)

#### Result (by unit)

- score equal hits, fight another round
  - more hits: loser retreats 1/2 move, winner consolidates
  - twice as many hits: loser KO, winner consolidates
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### Suppression

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- roll one die for each hit taken in the current attack
  - suppressed if any die equal to/greater than score to hit
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### Fall-Back

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- test only when a unit is already suppressed
  - roll one die for each hit taken in the current attack
  - total scores and move unit away from nearest attacker
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### End Phase

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- remove all outstanding hits
  - recover suppressed units (active player only)
  - check scenario victory conditions
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### Breakpoint

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All units except command, recce, transport units count towards the breakpoint.

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### Constructions

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Wooden Building, Breast Works	3 Hits, no save
Brick Building, Log Works	6 Hits, Save on 5+
Stone Building, Fortified Works	9 Hits, Save on 4+
Stone Fortification	12 Hits, Save on 3+

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## Fall-Back

- troops are knocked-out when falling back further than 10cm in one fall-back result (except recce or guerrillas)
- dug-in troops & deployed guns are knocked-out when falling back further than 10cm, otherwise they hold
- troops are knocked-out when falling back into enemy units, impassable terrain, or off-table
- troops falling back into friendly troops halt, suppressing them

## Charge (*Within 20cm, no measuring allowed; Initiative or Command Phases*)

- any unit with an attack value (except command and recce units) can support a charge within 10cm & LOS
- troops may only charge across an obstacle when they begin their move in base contact with that obstacle

## Retreat

- units retreating into enemy units, impassable terrain or off-table are KO
- units retreating into suppressed friendly units, in which case *both* units are knocked-out
- retreating unlimbered guns are knocked-out

## Testing For Casualties

1. take the attack value of each unit attacking the same target
2. apply any modifiers to the attack value of each unit, then roll this number of dice, grouped by the score to hit
3. one hit is achieved for each score equal to or greater than the score required to cause hits (see *Hit Definitions*)
4. roll one die for each new hit taken - one hit is saved for each score equal to or greater than the save value
5. if the total number of hits against the target is equal to or greater than its *hits* value, it is knocked-out
6. unless the unit was knocked-out, roll one die for each hit taken in the current attack
7. the unit will become suppressed if any die score equal to or greater than the score required to cause hits
8. if already suppressed, total the scores and move the unit this distance directly away from the nearest attacking unit

## Actions

**Move:** A unit may move up to its maximum move distance in any direction

**Deploy:** A unit may mount/dismount transport/horses, change formation or limber/unlimber towed guns

**Fire:** A unit may fire once at a single enemy unit within range, line-of-sight and line-of-fire

**Charge:** A unit may charge once at a single visible enemy unit within range.

## Terrain Effects

**Linear:** Stop on contact; cross normally next turn

**Low Area:** Stop inside on contact; cross at half speed next turn

**High Area:** Stop inside on contact; cross at quarter speed next turn

**High Ground:** No additional effect

**Partially Wet:** Troops on foot only who treat it as High Area Terrain

**Shallow Wet:** Treat as Linear

**Deep Wet:** Impassable except at bridge or via boat

**Dense Terrain** (Cumulative halving of movement except on roads running through negate for road movement)

**Dense for Foot and Cavalry:** Mud, soft sand, deep snow, swamp, marsh

**Dense for Towed Guns:** All except roads, open ground and gentle hills

**Dense for Transport:** Rough ground, woods, mud, soft sand, deep snow, built-up areas except on roads

Current Formation	Movement Formation Deployment					
	Line	Extended Line	March Column	Attack Column	Square	Disordered
Line	N/A	Yes	Yes	No	Yes	Yes
Extended Line	Yes	N/A	No	No	No	Yes
March Column	Yes	No	N/A	Yes	Yes	Yes
Attack Column	Yes	No	Yes	N/A	Yes	Yes
Square	Yes	No	Yes	Yes	N/A	Yes
Disordered	Yes	No	Yes	Yes	Yes	N/A

## Movement Rates (*Standard Rates; check Army List for specialty rates*)

**CO/HQ:** 10/30cm (Dismounted/Mounted); **Infantry:** 8-12cm; **Cavalry:** 30cm;

**Artillery Manhandled:** 5cm; **Artillery Prolonge:** 10cm; **Limbered Artillery:** 15/30cm (Foot/Horse).