

BLOOD AND BAYONETS

QUICK REFERENCE SHEET

ACTIONS (PG. 28)

STANDARD ACTIONS (PG. 29)

- » Aim
- » Change Formation
- » Charge
- » Defensive Fire/Defensive Melee
- » Enter or Exit a structure
- » Go Prone or Stand
- » Half Shoot (Ranged Attack)
- » Limber or Unlimber a Cannon
- » Melee (Close Combat Attack)
- » Move
- » Rally
- » Reload
- » Run
- » Shoot (Ranged Attack)
- » Start Fire
- » Take Cover

DEDICATED ACTIONS (PG. 31)

- » Advance Maneuvers (Ship Only)
- » Change Sail Setting (Ship Only)
- » Repair

TURN OVERVIEW (PG. 26)

1. Draw activation cards: The player with the highest suited card goes first (♠ > ♥ > ♦ > ♣). Highest card # breaks ties. If still tied players roll off
2. Activate Units: The player that won Initiative chooses a unit and activates it. - That player takes Actions with the Activated unit. - The player that lost Initiative chooses a unit and activates it. - That player takes Actions with Activated unit
3. Repeat until both players have activated all of their units.
4. Move ships if they have residual movement.
5. Check for spread of Critical Damage
6. Check to see if either player fulfilled the scenario's victory conditions.
7. If the scenario's victory condition has not been met by either player, then begin the next turn with step one.

SHOOTING (PG. 38)

1. Check line of Sight and Range
2. Check for Shooting Test Modifiers
3. Roll Shoot Skill Test
4. Enemy Rolls Shoot Save Test
5. Enemy Rolls Resolve Test

MELEE COMBAT/CHARGE ACTION (PG. 36)

1. Conduct Charge Action in the following order
2. Check for line of Sight and Range
3. Move Action
4. Roll Melee Skill Test
5. Enemy Rolls Melee Save Test
6. Enemy Rolls Resolve Test
7. Retreat and Consolidation Move (If Applicable)

COMMON COMBAT MODIFIERS (PG. 39)

RANGE		TARGET IS RUNNING/TAKING COVER/ SOFT COVER
0" - 4"	+0	(+1) to the target number of shooting tests against the target unit.
4" - 8"	+1	
8" - 12"	+2	
12" - 16"	+3	TARGET IS IN HARD COVER
16" - 20"	+4	(+1) to the target number of shooting tests against the target unit. (-1) to the Shoot Saves of the target unit in Hard Cover.
20" - 24"	+5	

FATIGUE (PG. 24)

0-1 Fatigue	No Effect
2 Fatigue	Loss of 1 action
3-6 Fatigue	Unit becomes Shaken
7* Fatigue	Unit is removed from play *or double the # of models

CRITICAL DAMAGE (PG. 46)

SHIP HULL (PG. 48)

ROLL	EFFECT
10	Catastrophic Damage
9	Fire
8	Steerage
6-7	Gun
4-5	Leak
2-3	Roll on Ship Rigging Critical Damage
1	No Effect

SHIP RIGGING (PG. 49)

ROLL	EFFECT
10	Mast Destroyed
7-9	Sheets & Shrouds
1-6	Sails & Spar Damage

CRITICAL DAMAGE (CONT.)

BOAT (PG. 49)

ROLL	EFFECT
10	Destroyed
6-9	Rigging Destroyed
2-5	Leak
1	No Effect

BUILDING (PG. 49)

ROLL	EFFECT
10	Total Collapse
8-9	Fire
2-7	Debris
1	No Effect

COLLISION CHART (PG. 69)

ROLL	EFFECT
1-5	Hulls collide
6-9	Rigging collides
10	Rigging collides and ships are fouled.

TYPES OF RANGED WEAPONS (PG. 38)

WEAPON NAME	RANGE MODIFIER	MAXIMUM RANGE	RELOAD MARKERS
Muskets	+1 for every 4"	24"	2
Rifles	+1 for every 8"	32"	3
Carbines	+1 for every 4"	24"	2
Blunderbuss	+2 if target if further than 4" away	12"	2
Pistols	+1	4"	2

ARTILLERY STATS (PG. 54)

TYPES OF CANNONS	CREW ON SHIP	FIELD GUN CREW	ROUNDSHOT DAMAGE DIE	GRAPESHOT DAMAGE DIE	CHAINSHOT DAMAGE DIE	RELOAD MARKERS
Light Cannon	2	4	2	4	2	4
Medium Cannon	3	4	3	6	3	4
Heavy Cannon	4	4	4	8	4	4
Light Carronade	2	-	4	4	-	4
Medium Carronade	3	-	5	6	-	4
Heavy Carronade	4	-	6	8	-	4

SPECIAL RULES (PG. 132)

» Aggressive Commander	» Commodore	» Highly Trained	» Steadfast
» Artillery Crew	» Disengage	» Horse Artillery	» Shrapnel
» Assault Experts	» Defensive Stance	» Inspiring	» Tactician
» Armor	» Elan	» Intimidation	» Thin Red Line
» Battle Hardened	» Evade	» Impact Hits	» Timid
» Blood Curdling Charge	» Expert Sailors	» Impetuous	» Tough
» Brawlers	» Expert Roundshot Skip	» Melee Specialists	» Unseen Attacks
» Bravado	» Field Gun	» Poor Leadership	» Vanguard
» Broadside!	» Grenadiers	» Quick	» Veterans
» Cavalry	» Gunners	» Ruthless	» Very Inspiring
» Cold Blooded	» Hessian Training	» Sailors	» Volley Fire

TYPES OF FORMATIONS (PG. 18)

» Attack Column	» Loose
» Cavalry	» Skrimish
» Line	» Square