BLOOD & STEEL

VICTORIAN AGE COMBAT 1837-1901

QUICK REFERENCE SHEET

TURN ORDER:

Initiative
Roll current *Initiative Pool*.

Activation
Bid for Initiative and activate units each round.

Morale
Roll Leader's Resolve if at 3 Attrition Points.

UNIT ACTIONS

ACTIONS	NOTES
Advance	4"
Run to Ground	8" Takes 2 actions
Charge	4" Once per activation
Aim	–1 to Shoot roll
Shoot	1d10 per model
Melee	1d10 per model
Reload	Remove Reload marker
Rally	1d10 per Fatigue point
Take Cover	–1 to Shoot roll against
Start Fire	Takes 2 actions, 1d10 per model, target number of 10

MELEE ACTION

1. Active unit rolls Melee test
2. Opponent rolls Melee Save test
3. Opponent rolls Resolve Test (if needed)
4. Follow up or Consolidate

FATIGUE EFFECT

LEVEL	EFFECT
1	No Effect
2	–1 Action
3-6	–1 Action and *Shaken*
7	Unit Removed
Double the number of models	Unit Removed

SHOOT SAVE MODIFIERS

TARGET CONDITION	TO HIT MODIFIER
In Hard Cover	–1
Mounted	+1
Hit by Artillery	+1
Shot by Advanced Breechloaders	+1

SHOOT ACTION

1. Check Line of Sight
2. Check Range
3. Shooter rolls Shoot test
4. Target rolls Save test
5. Target rolls Resolve Test (if needed)

SHOOT TEST MODIFIERS

CONDITION	TO HIT MODIFIER
Target in Cover	+1
Range 0"<5"	0
Range 5"<10"	+1
Range 10"<15"	+2
Range 15"<20"	+3
Range 20"<25"	+4
Range 25"+	+5
Target Running	+1
Big Target	–1
Aimed Shot	–1

TERRAIN EFFECTS

TERRAIN	TYPE	MOVEMENT EFFECT	COVER TYPE
Woods	Area	–1" and No Run	Soft
Buildings/Rubble	Area	–1" and No Run	Hard
High Crops/Tall Grass	Area	–1" and No Run	Soft
Fence/Hedge	Linear	Takes full *Advance* action; No Run	Soft
Low Wall	Linear	Takes full *Advance* action; No Run	Soft or Hard
Small Creek	Linear	–1" and No Run	None
Marsh	Area	–1" and No Run to Ground	None

FORTUNE & CALAMITY

FORTUNE (MORE 10S THAN 1S ROLLED)

1–2 Load & Charge: Choose a unit, it may remove one *Reload* marker and charge an enemy unit if able.

3–4 Fatiguing: Choose an enemy unit. That unit takes 1 *Fatigue Point*.

5–6 Confusing: Choose an enemy unit and take a single move action, if not *Shaken*, or place a *Reload* marker on it, even if it usually does not take reloads.

7–8 Rested: May take a *Rally* test on a unit of your choice.

9–10 Motivated: One additional action is given to a unit selected at the time of activation.

CALAMITY (MORE 1S THAN 10S ROLLED)

1–2 Impetuous: Choose 1 friendly, not *Shaken*, unit to move directly towards its closest enemy unit twice without contacting it. It counts as activated for this turn. Remove a die from the *Initiative Pool*.

3–4 Dazed: Choose 1 friendly, not *Shaken*, unit to move directly towards its closest visible enemy unit once. It may not charge and counts as activated for this turn. Remove a die from the *Initiative Pool*.

5–6 Tired: Choose a friendly unit to take a 1d10 Resolve test. If failed, the unit loses 1 action.

7–8 Exhausted: Choose a friendly unit, that unit loses 1 action this turn.

9–10 Wavering: Choose a friendly unit to make a 1d10 Resolve Test. If failed, the unit takes 1 *Fatigue Point*.

WEAPONS

WEAPON (TYPE)	MAX RANGE	NOTES (WEAPONS, PAGE 29)
Pistol (ML or BL)	10"	Reroll failed *Melee* tests.
Shotgun (ML or BL)	12"	Each natural roll of 10 adds one additional die to the *Shoot* test pool, but only once per attack.
Bow (Repeater)	20"	–3 bonus to *Shoot Save* tests from bow attacks.
Smoothbore Musket (ML)	30"	Gain one *Reload* marker after shooting.
Carbine (ML)	30"	Gain one *Reload* marker after shooting.
Carbine (BL)	30"	No *Reload* marker after shooting.
Carbine (Repeater)	30"	No *Reload* marker after shooting. May use two *Shoot* actions in an activation.
Gatling Gun (Repeater)	40"	No *Reload* marker after shooting. May use two *Shoot* actions in an activation. *Intimidating*.
Artillery	Unlimited	Gain two *Reload* markers after shooting. Cannot Move and Shoot. 90 degree arc of fire. *Intimidating*.
Rifle (BL or ABL)	Unlimited	No *Reload* marker after shooting.
Rifled Musket (ML)	40"	Gain one *Reload* marker after shooting.

*ML= Muzzle Loaded   BL= Breech Loaded   ABL= Advanced Breechloaders