

PIN	Retreat or PIN	Retreat	PIN or OK	OK	Random Order
Halt	Charge Cav or Arty or Halt	Charge! (straight)	If <i>Rash</i> Charge! or Cdr Choice	Charge! If <i>Rash</i> then Scatter!	Charge! (up to 45 degrees)
Stand & Fire	Stand No Fire	Stand +1 melee	Stand Fire Twice	Counter Charge	Counter Charge
Fire & Close	Fire & Close	Close +1 reach	Close +1 melee	Close	Fire & Close
Counter Charge	Counter Charge	Stand No Fire	Stand & Fire	Stand & Fire	Stand No Fire
Close +1 melee	Close +1 melee	Close	Fire & Close	Fire & Close	Close
Close -1 in melee	Halt @ 3" Fire or Close -1 in melee	Halt @ 1.5"	Close or Halt @ 1.5" No Fire	Close -1 reach	Halt @ 1.5" Fire
Stand No Fire -1 melee	Full Move Away or Stand No Fire	Full Move Away	Stand No Fire or Stand & Fire	Stand & Fire	Stand -1 in melee

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Stand & Fire	Stand No Fire	Stand +1 melee	Stand Fire Twice	Counter Charge	Counter Charge
Fire & Close	Fire & Close	Close +1 reach	Close +1 melee	Close	Fire & Close
Counter Charge	Counter Charge	Stand No Fire	Stand & Fire	Stand & Fire	Stand No Fire
Close +1 melee	Close +1 melee	Close	Fire & Close	Fire & Close	Close
Close -1 in melee	Halt @ 3" Fire or Close -1 in melee	Halt @ 1.5"	Close or Halt @ 1.5" No Fire	Close -1 reach	Halt @ 1.5" Fire
Stand No Fire -1 melee	Full Move Away or Stand No Fire	Full Move Away	Stand No Fire or Stand & Fire	Stand & Fire	Stand -1 in melee

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Fire & Close	Fire & Close	Close +1 reach	Close +1 melee	Close	Fire & Close
Counter Charge	Counter Charge	Stand No Fire	Stand & Fire	Stand & Fire	Stand No Fire
Close +1 melee	Close +1 melee	Close	Fire & Close	Fire & Close	Close
Close -1 in melee	Halt @ 3" Fire or Close -1 in melee	Halt @ 1.5"	Close or Halt @ 1.5" No Fire	Close -1 reach	Halt @ 1.5" Fire
Stand No Fire -1 melee	Full Move Away or Stand No Fire	Full Move Away	Stand No Fire or Stand & Fire	Stand & Fire	Stand -1 in melee

Each block is a one-player set of dice for LSNC: FAW