Stats	Unit	Ldr
G		
A		
M		
E		
R		
LOE		

Unit Name: _____ Ldr. Name: _____

L 1 2 3 4 5

Fill in appropriate shape

Weapon	S	M	L	RoF	Reach	Damage
						⬡⬠▢◯
						⬡⬠▢◯
						⬡⬠▢◯
						⬡⬠▢◯
						⬡⬠▢◯
						⬡⬠▢◯

Infantry

☐1 ☐2 ☐ ☐ ☐

Infantry Movement

Draw *one* card from Action Deck, look at the movement speed indicator:

For Guts rating: E = elite; R = regular; G = green

Movement Modifiers for Foot

Condition	In Open Order	In Close Order
Rough or woods	1/2 move	1/4 move
Over wall/hedge	2 inches	3 inches
Up slope	2 inches	2 inches
Through Door	2 inches	Proscribed
Through window	4 inches	Proscribed
Lateral or oblique	No effect	2 inches
Turn 180 degrees	Free	Full Activation
Wheel from end	No figure may exceed max	No figure may exceed max
Pivot on center	No figure may exceed max	No figure may exceed max

FEUDAL PATROL ™

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Hand to Hand Combat Procedure:

- Create as may 1:1 matchups as possible.
- Resolve melee one matchup at a time.
- Figures attack in order of weapon Reach.
- Draw Action cards, apply melee modifiers, and determine hit or miss.
- If hit, draw a card for hit location and damage to enemy (look at weapon shape for damage).
- Subtract applicable armor from damage.
- Figures that took one or more points of damage to their Endurance are stunned and back two inches away from the enemy.
- Any figures who took no damage may advance up to one inch, including hopping over cover.
- Any figures still in contact (neither took a wound) move backward one inch but are not stunned.
- When a figure *should have* received 0 or more points of damage, but armor, shields, or cover protected it, the figure's Leader still accrues a morale marker.

Armor Effects:

- Non-metal armor reduces damage by 1
- Metal armor reduces damage by 2
- If the target is wearing the indicated shield or larger, damage is also reduced by one additional point.

When *cover* protects a figure from…

- … missile fire, the figure is stunned.
- … melee weapons, the figures is NOT stunned.

Stats

	Unit	Ldr
G		
A		
M		
E		
R		
LOE		

Unit Name: _____ **Ldr. Name:** _____

L 1 2 3 4 5

Weapon	S	M	L	RoF	Reach	Damage
						⬡⬠▢◯
						⬡⬠▢◯
						⬡⬠▢◯
						⬡⬠▢◯
						⬡⬠▢◯
						⬡⬠▢◯

Cavalry

☐1 ☐2 ☐ ☐ ☐

Cavalry Movement

Draw *two cards* from Action Deck, look at the movement speed indicator:
For Guts rating: E = elite; R = regular; G = green

Movement Modifiers for Mounted

Condition	In Open Order	In Close Order
Rough or woods	1/2 move + bog check	1/4 move + bog check
Over wall/hedge	bog check; random fig left behind	bog check; random fig left behind
Up slope	2 inches	2 inches
Thru Door/window	Proscribed	Proscribed
Lateral	Proscribed	Proscribed
Oblique	normal move	Normal move
Turn 180 degrees	Free	Full Activation
Wheel from end	No figure may exceed max	No figure may exceed max
Pivot on center	No figure may exceed max	Proscribed

FEUDAL PATROL ™

Hand to Hand Combat Procedure:

- Create as may 1:1 matchups as possible.
- Resolve melee one matchup at a time.
- Figures attack in order of weapon Reach.
- Draw Action cards, apply melee modifiers, and determine hit or miss.
- If hit, draw a card for hit location and damage to enemy (look at weapon shape for damage).
- Subtract applicable armor from damage.
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Armor Effects:
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- Metal armor reduces damage by 2
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When *cover* protects a figure from…
- … missile fire, the figure is stunned.
- … melee weapons, the figures is NOT stunned.

Stats	Unit	Ldr
G		
A		
M		
E		
R		
LOE		

Unit Name: _____ Ldr. Name: _____

L 1 2 3 4 5

Weapon	S	M	L	RoF	Reach	Damage
						⬡⬠⬜⭘
						⬡⬠⬜⭘
						⬡⬠⬜⭘
						⬡⬠⬜⭘
						⬡⬠⬜⭘
						⬡⬠⬜⭘

Artillery

☐1 ☐ ☐ ☐
☐2

Artillery Movement

Draw *one* card from Action Deck, look at the movement speed indicator:
For Guts rating: E = elite; R = regular; G = green

Movement Modifiers for Mounted

Condition	Limbered	Unlimbered
Open terrain	Sum of two cards	1/4 of Sum of two cards
Road	One card	1/4 of One card
Rough or woods	Elite bog check	Elite bog check
Over wall/hedge	Proscribed	Proscribed
Up slope	2 inches	2 inches
Thru Door/window	Proscribed	Proscribed
Lateral movement	Proscribed	Proscribed

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- If hit, draw a card for hit location and damage to enemy (look at weapon shape for damage).
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