

MILK AND COOKIES RULES

MOVEMENT DISTANCES			
<i>Horse and Musket and Modern</i>			
Type of Unit	Formation	Maximum Movement	
Infantry	Line	5"	
	Line Move and Fire	3"	
	Column	7"	
	Skirmish	7"	
	Square	1" (may not charge in square)	
	Charge	+1d6"	
Heavy Cavalry	Any formation	9"	
	Charge	+1d6"	
Light Cavalry	Any formation	12"	
	Charge	+2d6"	
Vehicle	Move	12"	
Artillery	Unlimbered	1"	
	Limbered	9" for foot/field artillery and 12" for horse artillery	
<i>Swords and Shields and Pike and Shot</i>			
Type of Unit	Formation	No Armor or Light Armor	Heavy Armor
Infantry	Line	5"	4"
	Line Move and Fire	3"	NA
	Column	7"	5"
	Skirmish	7"	NA
	Charge	+1d6"	+0"
Heavy Cavalry	Any formation	NA	9"
	Charge	NA	+1d6"
Light Cavalry	Any formation	12"	NA
	Charge	+2d6"	NA
Artillery	Unlimbered	1"	NA
	Limbered	4"	NA

FIRING RANGES		
<i>Swords and Shields</i>		
Weapon	Short Range (roll 5 or 6)	Long Range (roll 6)
Slings	3"	6"
Short Bows	4"	8"
Long Bows	8"	16"
Cross Bows	6"	12"
Ballistas and Catapults	8"	16"
<i>Horse and Musket</i>		
Weapon	Short Range (roll 5 or 6)	Long Range (roll 6)
Carbines	4"	8"
Muskets	6"	12"
Rifles	8"	16"
Light Cannon	4" (canister) (roll 4, 5, or 6)	12" (ball) (roll 5 or 6)
Medium Cannon	6" (canister) (roll 4, 5, or 6)	18" (ball) (roll 5 or 6)
Heavy Cannon	8" (canister) (roll 4, 5, or 6)	24" (ball) (roll 5 or 6)
<i>Modern</i>		
Weapon	Short Range (roll 5 or 6)	Long Range (roll 6)
Rifles	8"	16"
Submachine guns (2)	4"	8"
Light Machine Guns (2)	8"	16"
Medium Machine Guns (3)	10"	20"
Heavy Machine Guns (4)	12"	24"
Light Gun	12"	24"
Medium Gun	18"	36"
Heavy Gun	24"	48"
Bazooka (Lt. Gun)	12"	24"

SAVING ROLLS	
Woods, fences, other "soft" cover	6
Skirmish order	5, 6
Wall, building, other "hard" cover	5, 6
Fortifications	4, 5, 6
Enemy who fired at you moved	5, 6
Light Armor (<i>Swords and Shields</i>)	6
Heavy Armor (<i>Swords and Shields</i>)	5, 6

MODIFIERS TO MORALE ROLLS	
Elite	-2 to die roll
Veteran	-1 to die roll
Trained	No change to die roll
Untrained	+1 to die roll
In cover	-1 to die roll

TANK SAVING ROLLS			
	Light Armor	Medium Armor	Heavy Armor
Light Gun or Bazooka	5, 6	4, 5, 6	3, 4, 5, 6
Medium Gun	6	5, 6	4, 5, 6
Heavy Gun	Cannot Save	6	5, 6

NUMBER OF DICE ROLLED IN MELEE	
<i>Number of Dice for Each Stand</i>	
Cannon	1 die
Non-disorganized infantry or light cavalry stand	1 die
Disorganized infantry or light cavalry stand	0 dice
Non-disorganized heavy cavalry stand or tank	2 dice
Disorganized heavy cavalry stand or tank	1 die
<i>Number of Dice for the Whole Unit</i>	
General attached to the unit (touching)	+1 die
Behind a wall, building, uphill, etc.	+2 dice
In fortifications	+4 dice
Infantry in column charging	+2 dice
Cavalry in line charging	+2 dice
You are in square and the enemy is cavalry	+12 dice
You are infantry and the charging unit is a tank (<i>Modern</i>)	+6 dice

COMPOSITIONS OF ARMIES (all armies have 10 units)	
<i>Swords and Shields</i>	
1-2 Missile Weapon Units	These units are skirmishers, and they have no armor.
1-2 Cavalry Units	These units can have no armor, light armor, or heavy armor, depending on the type of unit.
6-8 Units in Heavy Armor	
The rest in Light Armor	
<i>Horse and Musket</i>	
1 Foot Artillery Unit	Roll: 1-2 light gun, 3-5 medium gun, 6 heavy gun
0-1 Horse Artillery unit OR Heavy Cavalry Unit	Roll for artillery: 1-4 light gun, 5-6 medium gun
1-2 Light Cavalry Units	These units are allowed to skirmish
1-2 Light Infantry Units	These units are allowed to skirmish
The rest Infantry Units	These units are <i>not</i> allowed to skirmish
<i>Pike and Shot</i>	
0-1 Foot Artillery Unit	Roll: 1-2 light gun, 3-5 medium gun, 6 heavy gun
1-2 Light Cavalry Units	
The rest Infantry Units	Two pike bases and two musket bases
<i>Modern</i>	
0-1 Heavy Weapons Unit	3 Machine gun bases and 1 mortar base.
1-2 Anti-tank Units	Roll: 1 Type I Infantry with a Bazooka, 2-3 light gun, 4-5 medium gun, 6 heavy gun
1-4 Vehicle Units	All vehicles have a Medium machine gun. Roll: 1 truck unit, 2-3 half track or armored personnel carrier, 4 light tank, 5 medium tank, 6 heavy tank
The rest Infantry Units	Roll a die: 1-3 Type I, 4-5 Type II, 6 Type III
Type I: three rifle bases and one light machine gun base Type II: two rifle bases, one submachine gun base, and one light machine gun base Type III: three submachine gun bases and one light machine gun base	