

Ben Hull's Musket & Pike Series by GMT Games

Supplemental Player Aid Card v.4, as of living Rules 1.1 (9/03)

Series Produced by Dick Vohlers

Orders Restriction Chart (5.6)				
	Action			
Order	Move	Fire	Reform	Rally
Charge	Full*	Yes	No	No
Make Ready	Full\$	Yes%	w/Leader	No
Receive Charge	1 Hex\$	Yes%	Yes	w/Leader
Rally	Full#	Yes%	Yes	Yes

* Must move at least 1 hex closer to closest Enemy Unit that it can see

\$ Unit may not move **adjacent** to an enemy unit

Can not move any Closer to an enemy unit

% No Advancing Fire allowed

w/Leader = if stacked w/ or adj to Leader (5.6 & 13.3)

Continuation and Preemption (4.3, 4.4)		
Current Order	Continuation	Preemption
Charge	0-3	0-4
Make Ready	0-2	0-3
Receive Charge	0-1	0-2
Rally	NA	NA

Die Roll Modifiers

? WC's Leadership Rating + AC's rating if adjacent/stacked w/ WC

+1 WC adjacent to Enemy Unit (not morale Broken)

-1 Cavalry Wing

+1 2nd Attempt (Continuation Only)

+1 WC marked with No Continue (Preemption Only)

Hex Terrain	MP to Enter				Combat Effects	
	Hv Inf	Cav	Lt Inf	Blocks LOS	Fire	Close Combat
Clear or Ploughed Field	1	1	1		0	0
Woods	2*	4*	3	Yes	-1	-1
Marsh	1*	2*	2		0	+1
Thicket	2*	3*	2		0	+1
Hedge Lined Road	2*	3*	2	Yes	-1	-1
River or Pond	NA	NA	NA		0	NA
Marshy Stream	2*#	4*	3		0	+2
Stream	2*	3*	2		0	+1
Village	2*	4*	2	Yes	-2	-2
Bridge	2*	2*	1		+2	-2
Castle	2*	4*	2	Yes	NA	NA
Wagon in Hex	OT	OT	OT	Yes	-1	-1
Roads & Tracks	Have no effect on play, except to allow artillery to cross certain hexsides					
Hexside Terrain						
Stream Hexside	+1*	+1*	+1		0	-1
Hedge Hexside	+1*	+1*	+1	Yes	-1	-1
Up Steep Slope	+1*	+1*	+1	Yes	0	-1
Down Steep Slope	+1*	+1*	+1	Yes	-1 @	0
Entrenchment	+1*	+1*	+1		-1	-1
Pond	NA	NA	NA		0	0
Marshy Stream	+2* #	+2*	+2		0	-2

* = Formation Hit NA = Not Allowed OT = Other Terrain in Hex

@ Applies to Musket Fire Table Only

Artillery and HI units w/ Arty may not enter unless via road

Orders Change Table (5.7)				
Current Order	Desired Order			
	Make Charge	Ready	Receive Charge	Rally
Charge	-	0-3	0-2	0-5
Make Ready	0-5	-	0-5	0-6
Receive Charge	0-3	0-5	-	0-4
Rally	0-1	0-4	0-3	-

Die Roll Modifiers:

? WC's Leadership Rating + AC's if adjacent or stacked w/

+1 Leader adjacent to non-Broken morale Enemy Unit

-1 Cavalry Changing to Charge

+1 Cavalry Wing Changing to Receive Charge

-2 Changing to Rally when > half the units are morale Shaken/ Broken or eliminated

Interception Table (9.3) [Cavalry Units Only]	
Current Order	Die needed to Intercept
Charge	0-5
Make Ready	0-4
Receive Charge	0-3
Rally	NA

Die Roll Modifiers

-1 Original morale of 8

+1 Original morale of 6

? AC/WC Ldr Rating if stacked w/ Cav Unit

Cavalry Pursuit Table (10.7.2)		
Die Roll		
TACW	SFO	
0-2	0-4	Break Off
3-5	5-8	Pursue and Eliminate (FB)
6+	9+	Pursue off map and Eliminate
+1 Cavalry w/ Charge Order		
+1 Cavalry Momentum used in CC		
-2 Cromwell w/adjacent to unit		
-? SFO: Leadership modifier		

Unable to Retreat Table (11.4.5)		
	Eliminated	Stands
Die Roll	0-4	5-9
-2 base morale <= 6; +1 base morale = 8		

Formation Effects on Movement Chart (6.3)	
Formation	Effects
Regular	Full Movement Allow
Shaken	Half Movement Allow
Broken	No Move
Hedgehog	No Move
Open Order	Full MA, No Form hits
Column	MA +2, No Form hits

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Attacker	Defender				
	Cursr	ArQ	Hv Inf	Lt Inf	HedgHog
Curassier	0	+1	-1	+2	-2
Arquebusier	-1	0	-2	+1	-3
Heavy Inf	+1	+2	0	+2	-1
Light Inf *	NA	NA	NA	0	NA

* see 11.6

Artillery is ignored in Close Combat (11.5)

Die Roll	Result			
	Unit	Retreat	Advance	Cav Purs
<= 0	Att Elim	none	Def MAY	Check
1, 2	Att MB	Att 2	Def MAY	Check
3	Att MS	Att 2	Def MAY	none
4	Att MS	Att 1	none	none
5	Def MS	Def 1	none	none
6	Def MS	Def 2	Att MUST	none
7, 8	Def MB	Def 2	Att MUST	Check
>= 9	Def Elim	none	Att MUST	Check

Odds Ratio

4:1 = +2

2:1 = +1

1:2 = -1

1:4 = -2

Warning !

+4	-4
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Do not exceed on the CC table

CC Die Roll Modifiers

+/- Leadership Rating (only one may be used per side) [11.3.2]

+/- morale Differential (11.3.3)

+/- Strength Ratio (11.3.4)

+/- Close Combat Matrix (11.3.8)

-1 Defending Cav shoots pistols

+1 **EACH** Attacking Cav pistol shot

+1 For **EACH** Flank/Rear hex Def attacked from (11.3.7)

Apply any modifier below this line a max of **once** per battle

Attacker is or has:

-1 Formation Shaken (FS) or in Open Order

-2 Formation Broken (FB)

+1 Fired Salvo just prior to CC

+1 Heavy Infantry Momentum (11.3.6) [1-hex min]

+2 Cavalry Momentum (11.3.6) [2-hex min]

Defender is or has:

+1 Formation Shaken (FS) or Open Order

+2 Formation Broken (FB)

Also see the TEC for additional DRMs for the defender.

Leader Casualty (5.3)

Die Roll	Result
0-8	NE
9	Remove

Unit	# of hits needed for MC
base 6	1+
base 7	2+
base 8	3+

All hits have to come in same fire combat from same unit

Range in Hexes	3lb Falcons	4-8lb Sakers	12lb Culverins
1	+1	+1	+1
2-3	0	0	0
4	-1	0	0
5	-1	-1	0
6	-2	-1	0
7	-2	-1	-1
8-9	-3	-2	-1
10	NA	-2	-2
11-13	NA	-3	-2
14	NA	-3	-3
15-17	NA	NA	-3

Casualty Threshold Table (12.5)

Original morale	Original Strength					
	2	3-4	5-6	7-9	10-14	15+
<= 6	1	1	2	3	4	5
7	1	2	3	4	5	6
8	NA	NA	4	5	6	7

= Casualty Threshold of Unit

Die	Heavy Infantry			Hvy Inf w/ Regimental Arty		
	Ro Front	Flank	Salvo	Front	Flank	Salvo
<= 0	Miss	Miss	Miss + MC	Miss	Miss	Miss + MC
1	1	Miss	1 + MC	1	Miss	1 + MC
2	1	Miss	1 + MC	1	Miss	1 + MC
3	1	1	1 + MC	1	1	1/FH/MC
4	1	1	2 + MC	1 + FH	1	1/FH/MC
5	1	1	2 + MC	1 + FH	1	2/FH/MC
6	1	1	2 + MC	2 + FH	1	2/FH/MC
7	2	1	2 + MC	2 + FH	1 + FH	2/FH/MC
8	2	1	2 + MC	2/FH/MC	1 + FH	2/FH/MC
9+	2	2	2 + MC	2/FH/MC	2 + FH	2/FH/MC

= number of hits

FH = Formation Hit

MC = morale Check. This is in addition to 10.6.2, 10.6.3, and 10.6.4, and is covered in 10.6.5

All FH are considered from Arty, so if unit is already FB 10.6.6 applies.

-1 Reaction Fire vs Mov Cav

-1 Unit w/ Salvo Marker (10.4)

-3 Retreating Fire (10.3.4)

Die Roll Modifiers:

Firer is or Has:

-2 Formation Shaken

-3 Formation Broken

-2 Open Order Marker

-1 Per Cas Pt. w/ 1-hex unit

-1 Per 2 Cas Pt w/ 2-hex unit

Defender is:

+1 In Hedgehog

+1 In Column

See TEC for additional modifiers

Light Infantry and Cavalry Fire Table (10.0)

Die Roll	Commanded Muskets and Dragoons	Cavalry Pistol Fire
<= 6	Miss	Miss
7	Miss	1
8	1	1
9+	1	1

= number of hits

Die Roll Modifiers

Firer is or Has:

-1 Formation Shaken

-2 Formation Broken

-3 Retreating Fire

-1 Open Order Marker

+1 Arquebusier

+1 for each SP > 1 [**Light Infantry** Only]

+1 for each SP > 3 [**Cavalry** Only]

-1 for each SP < 3 [**Cavalry** Only]

Defender is:

+1 in Hedgehog

+1 in Column

See the TEC for additional die roll modifiers

Artillery Fire Table (10.8)

Die Roll	Double			Double	
	3lb.	4-8lb.	4-8lb.	12lb.	12lb.
<= 3	Miss	Miss	Miss	Miss	Miss
4	Miss	Miss	Miss	Miss	FH
5	Miss	Miss	FH	FH	FH
6	Miss	FH	FH	FH	FH + MC
7	FH	FH	FH + MC	FH + MC	FH + MC
8	FH	FH	FH + MC	FH + MC	FH + MC
9	FH	FH + MC	FH + MC	FH + MC	FH + MC
10+	FH + MC	FH + MC	FH + MC	FH + MC	FH + MC

FH = Formation Hit, MC = moralee Check

Die Roll Modifiers

+2 Target in Hedgehog or Column

-1 Firing Artillery unit is MS

+/- Artillery Range Modifier (see chart)

See TEC for Additional Modifiers