Rise and Fight Again Quick Reference Sheet

Turn Sequence

I. Side A Moves	VI. Side B Moves
II. Side A Rallies	VII. Side B Rallies
III. Side B Fires Defensive Fire	VIII. Side A Fires Defensive Fire
IV. Side A Fights Close Combat	IX. Side B Fights Close Combat
V. Side B Fires Remaining Units	X. Side A Fires Remaining Units

Commanders

Move Segments	One	Two
Commander	18"	18" *

Infantry

Move Segments	One	Two	Three	Four
March Column	6"	6"	6"	6"+ fatigue
Column of Divisions	6"	6"	6" + fatigue	
Infantry in Open Order Line	8"	8" + fatigue		
Infantry in Line	6"	6" + fatigue		
Skirmish	6"	6"	6" + fatigue	

Cavalry and Mounted Infantry

Move Segments	One	Two	Three	Four
Column– Road	12"	12"	12"	12" + fatigue
Column-Attacking	12"	12"		
Line	12"	12" + fatigue		
Skirmish	12"	12"	12" + fatigue	

Artillery

Move Segments	One	Two
Foot Artillery Limbered	6"	6" +fatigue
Handled Artillery	2"	

Formation Change	New Formation	Segment Cost
Infantry in Column-Road	To CO Line and Vice Versa	2 Move Segments
Infantry in Column-Road	To Column of Divisions and Vice Versa	1 Move Segment
Infantry in CO Line	To Column of Divisions and Vice Versa	1 Move Segment
Infantry in any Column	To OO Line or Skirmish and Vice Versa	2 Move Segments
Infantry in CO Line	To OO Line or Skirmish and Vice Versa	1 Move Segment
Cavalry in Column-Road	Line and Vice Versa To	2 Move Segments
Cavalry in Column-Road	To Column of Divisions and Vice Versa	1 Move Segment
Cavalry in Line	To Column of Divisions and Vice Versa	1 Move Segment
Cavalry in any Column	To Skirmish and Vice	2 Move Segments
Cavalry in Line	To Skirmish and Vice Versa	1 Move Segment
Mounted Infantry any formation	To Dismount into Skirmish Formation and Visa Versa	1 Move Segment
Artillery	Limber/Unlimber	1 Move Segment

Terrain

Terrain Type	Formation	Effect
Rough Ground, Open Woods	Infantry and Cavalry in Close Order Line or any Column	1 Fatigue Hit per move in the terrain
	Infantry and Cavalry in Open Order Line and Skirmishers	No Effect
	Artillery	1 Fatigue Hit per move in terrain
Normal Woods	Infantry in Close Order Line	1 Fatigue Hit per move in terrain
	Infantry and Cavalry in Open Order Line	1 Fatigue Hit per move in terrain unless unit rolls equal to or less than Fatigue Score
	Skirmishers	No Effect
Dense Woods	Infantry in Close Order Line	2 Fatigue Hits per move in terrain
	Infantry in Open Order Line	1 Fatigue Hit per move in terrain
	Skirmishers	1 Fatigue Hit per move in terrain unless unit rolls equal to or less than Fatigue Score
Obstacles* *some obstacles have other special rules	Only Infantry and Cavalry may cross obstacles. Artillery may cross streams	1 Fatigue Hit to cross
Built Up Areas, Light and Heavy Fieldworks *some obstacles have other special rules page 21	Only Infantry and Artillery may enter such terrain	1 Fatigue Hit to enter
Rivers	All troop types must cross via a bridge or ford	1 Fatigue Hit to cross
Roads	A March Column or Limbered Artillery Battery	Adds 2" to any move that is carried out completely on a road

Weapon Ranges

Weapon Type	Short Range	Maximum Effective Range
Pistols and Thrown Weapons	Close Combat Only	
Bows and poor/obsolete muskets	3"	6"
Smoothbore Carbines	4"	8"
Smoothbore Muskets and Rifled carbines	6"	12"
Rifled Flintlock Muskets	9"	18"
Light Battalion Guns	6" (Canister)	24"

Artillery

Artillery	Canister	Short	Maximum Effective Range
Light Artillery (3pdr - 4pdr)	6"	9"	36"
Light Medium Artillery (6pdr)	6"	12"	48"
Medium Artillery (8pdr - 9pdr)	9"	16"	54"
Heavy Artillery (12pdr)	12"	20"	60"
Field Mortars			24"
Field Howitzers	6"	12"	36"

Tactical Firing Factors

Small arms at short range	+2
Rifled small arms	+1
Initial volley at short range, units in Line only	+2
Firing rested weapons	+1
Target is a column or limbered Artillery	+2
Target is shot in flank or rear	+4
Firer is Good Shots	+1
Firers are in Open Line	-2
Small arms over short range	-2
Target unit is obscured	-1
Target is in Open Line or unlimbered Artillery	-1
Small arms v Target unit in cover/behind an obstacle	-2
Small Arms v Target unit is infantry that has 'to tree'	-3
Target is Skirmishers	-3
Defensive fire ragged volley	-2
Firing poorly made weapons or with bad flints	-1
Small Arms v Target unit is in a BUA	
Wooden	-4
Wood and brick	-6
Brick	-8
Fortified	-10
Target unit is in light fieldworks	-4
Target unit is in heavy fieldworks	-8

Combat in woods: other	-3
Combat in dense: woods	-4

Combat Results

Infantry Results

Draw = Carry the combat on. (Note that if a draw occurred as all units in the combat scored no Fatigue Hits, all participating units should be marked with one Fatigue Hit each.)

Lose by 1 = Carry the combat on; winning side receives a bonus: see Engagement Factors.

Lose by 2 or more = Loser retreats one Move Segment directly away from the winning enemy unit. (Note. This will be at half speed)

Cavalry Results

Draw = Carry on with the combat. (Note if a draw occurred as all units in the combat scored no Fatigue Hits, mark all participating units with one Fatigue Hit each.)

Cavalry Lose by 1 = Carry on with the combat, winning side receives +2 combat modifier.

Infantry Lose by 1 = Loser retreats one Move Segment directly away from the winning enemy unit.

Cavalry Lose by 2 or more = Loser retreats one Move Segment directly away from the winning enemy unit.

Infantry Lose by 2 or more = Loser Breaks, remove from the game.

Artillery Results

Cavalry or Infantry Draw = Carry on with the fight. (Note if a draw occurred as all units in the combat scored no Fatigue Hits, mark all participating units with one Fatigue Hit each.)

Artillery Lose by 1 or more = Break, remove from the game.

Artillery win by 1 = Fight on at +2 for winning.

Artillery Modifiers * add or subtract any of the above factors that are relevant plus the following

Artillery Modifiers * add or subtract any of the above factors that are relevant plus the following	
Artillery firing at any column or limbered Artillery	+4
Artillery firing round shot at short range	+1
Artillery firing canister	+4
Artillery at target shot in flank	+6
Artillery at target shot in rear	+4
Artillery v target unit in cover or behind an obstacle, obscured or infantry that has 'to tree'	-2
Artillery target is in open order or unlimbered artillery	-1
Artillery over short range	-1
Artillery target is in Skirmish order	-2
Artillery first shot at a new target	-1
Artillery v target unit is in BUA	
Wooden	-2
Wood and Brick	-3
Brick	-4
Fortified	-8
Artillery v target unit is in Light Fieldworks	-2
Artillery v target unit is in Heavy Fieldworks	-4
Artillery wheel before firing	-1

Required Roll to Hit	1 Fatigue Hit Scored on a roll of	2 Fatigue Hits Scored on a roll of	3 Fatigue Hits Scored on a roll of
10	10, 9, 8, 7, 6	5, 4, 3,	2,1
9	9, 8, 7, 6, 5	4, 3, 2	1
8	8, 7, 6, 5	4, 3, 2	1
7	7, 6, 5, 4	3, 2	1
6	6, 5, 4	3, 2,1	0
5	5, 4, 3	2, 1	0
4 or less	4, 3, 2, 1	0	0

A unit's Combat Fatigue Score depends upon its formation:

Any Line = Unit's current Fatigue Score.

Infantry Column = Unit's current Fatigue Score.

Cavalry Column = In the first round of combat engagement: 50% of unit's current Fatigue Score. In the second round of combat engagement: the unit's total current Fatigue Score.

Skirmish = 50% of the unit's current Fatigue Score rounding up.

March Column = Unit's Fatigue Score classed as 1 for the combat.

Unlimbered Artillery battery = Unit's current Fatigue Score.

Limbered Artillery battery = Unit's current Fatigue score classed as 1.

Tactical Engagement Factor	Modifier
Infantry moving into combat contact	+2
British or Elite Infantry charging or countering	+4
Formed Infantry attacking open order / Skirmishers	+1/ +2
Defending light fieldworks, linear obstacle or woods	+2
Unit holds a higher elevation	+1
Fighting against Irregulars/Militia	+1/ +3
Defending heavy fieldworks	+5
Close combat support	+1/ +2
Attacking flank/rear	+2/ +4
Attacking any column	+2
Commander's Inspiration Factor— Various	-1 to +2
Infantry V Artillery	+2
Lacking bayonets	-2
Light cavalry charging or counter charging *	+4
Infantry fighting cavalry and the infantry have secure flanks	+2
Cavalry fighting infantry and the infantry do not have secure flanks	+3
Artillery in Combat Contact	-4

Winning (Won last round of combat or drew the combat against an Infantry unit that charged)	+2
Winning (Won last round of combat against an Infantry unit that charged)	+4
Defending a Built up Area	
If wooden	+2
If wood and brick	+4
If substantial brick and stone	+6
If fortified	+8
Irregulars and Militia * Irregulars fighting in wooded terrain gain a +3 tactical Engagement Factor	-2
Attacking light fieldworks, linear obstacle or woods	-2
Attacking heavy fieldworks	-5
Attacking a Built up Area	
If wooden	-2
If wood and brick	-4
If substantial brick and stone	-6
If fortified	-8
Contacted to flank or rear	-2 / -4
Attacking /Defending evading unit	+4 / -4
Skirmishers attacking close order	-2
Combat in woods: Skirmishers or open order	-1

STAND TO GAMES