

# *War is our Homeland*

## *Quick Reference Sheet*

### *1. Card Phase*

*a. Draw Cards*

*b. Play for Initiative*

*c. Bombard*

*d. Assign Posture*

### *2. Actions phase*

*a. Move*

*b. Shoot*

*c. Charge*

*d. Combat*

### *3. End Phase*

*a. Leader Moves*

*b. Rally*

*c. Discard cards*

### *What do the Postures Do?*

**Offensive:** Allows a unit to charge

**Defensive:** Gives a unit more dice in combat when charged

**Mobile:** Allows a unit to move farther and conduct maneuvers

**Firing:** Double the shooting dice of a unit

### *Uses For Cards*

**1. Initiative**

**2. Assigning Posture**

**3. Rally**

**4. Remove**

### *Markers*

**A second Fatigue token is never placed on a unit.**

**If a unit were ever to get more than one Shaken token, it is removed.**

### *Combat Dice Modifiers*

- **Defensive Posture +2**
- **Charging +1**
- **Each Marker -1**
- **Defending a Good Position +1**
- **For Each Support +2**
- **Flanked -3**
- **Attacking Uphill -1**

**In order for an Battery to provide a dice during the Bombard Phase, it must be able to trace a 2" wide line to any enemy unit that does not cross the crest of any hills or any friendly units.**

**If a Battery is ever contacted, roll a die, on a 6 it becomes a Battery for the side attacking it, and the Battery is destroyed by any other result.**

### *Shooting*

**Shooting range is 3". As long as 1 hit is scored the target is Fatigued, but if 4 or more hits are scored the target is Shaken.**

**4+ is always a hit.**

**Any time a unit loses a combat it is shaken and must retreat 3", and if it was already shaken, it's retreat was blocked or it was flanked, it is immediately removed.**

**Movement is 6" for Infantry and 9" for Cavalry, +6" in Mobile posture. Units may only move in front 45° arc unless in Mobile Posture**