

War is our Homeland: Quick Reference

Phases

- **Card:** 1. Draw Cards 2. Play for Initiative 3. Bombard 4. Assign Posture
- **Action:** 1. Movement 2. Shooting 3. Charge 4. Combat
- **End:** 1. Leader Move 2. Rally 3. Discard 4. Check for Victory

Posture Effects

- **Offensive:** May charge +1 Dice.
- **Defensive:** +2 dice if charged.
- **Mobile:** +6" move, special maneuvers.
- **Firing:** Double shooting dice.

Marker & Token

- Max 1 Fatigue, Ignore additional.
- 2 Shaken = removed. Except Deep units.
- Each adverse marker = +1 to the number needed to give posture.

Bombard

- Battery needs clear 2" wide path to target (must not cross the crest of any hills or friendly units)
- Engaged Battery: 1 die; 6 = switch sides, 1-5 = destroyed.

Combat Dice Pool Mods

- Defensive: +2
- Charging: +1
- Adverse marker: -1
- Defending position: +1
- Supporting unit: +2 (each)
- Flanked: -3
- Uphill attack: -1

Shooting

- Max range: 3"
- Hits (4+): 1+ hit = Target Fatigued; 4+ hits = Target Shaken.

4+ is always a hit.

Movement & Combat

- Lose combat: Unit becomes shaken, retreat 3".
- If already shaken, can't retreat, or flanked: removed.
- Infantry: 6"; Cavalry: 9"; Mobile: +6".
- Move within Front 45° arc with no facing changes, unless Mobile Posture.