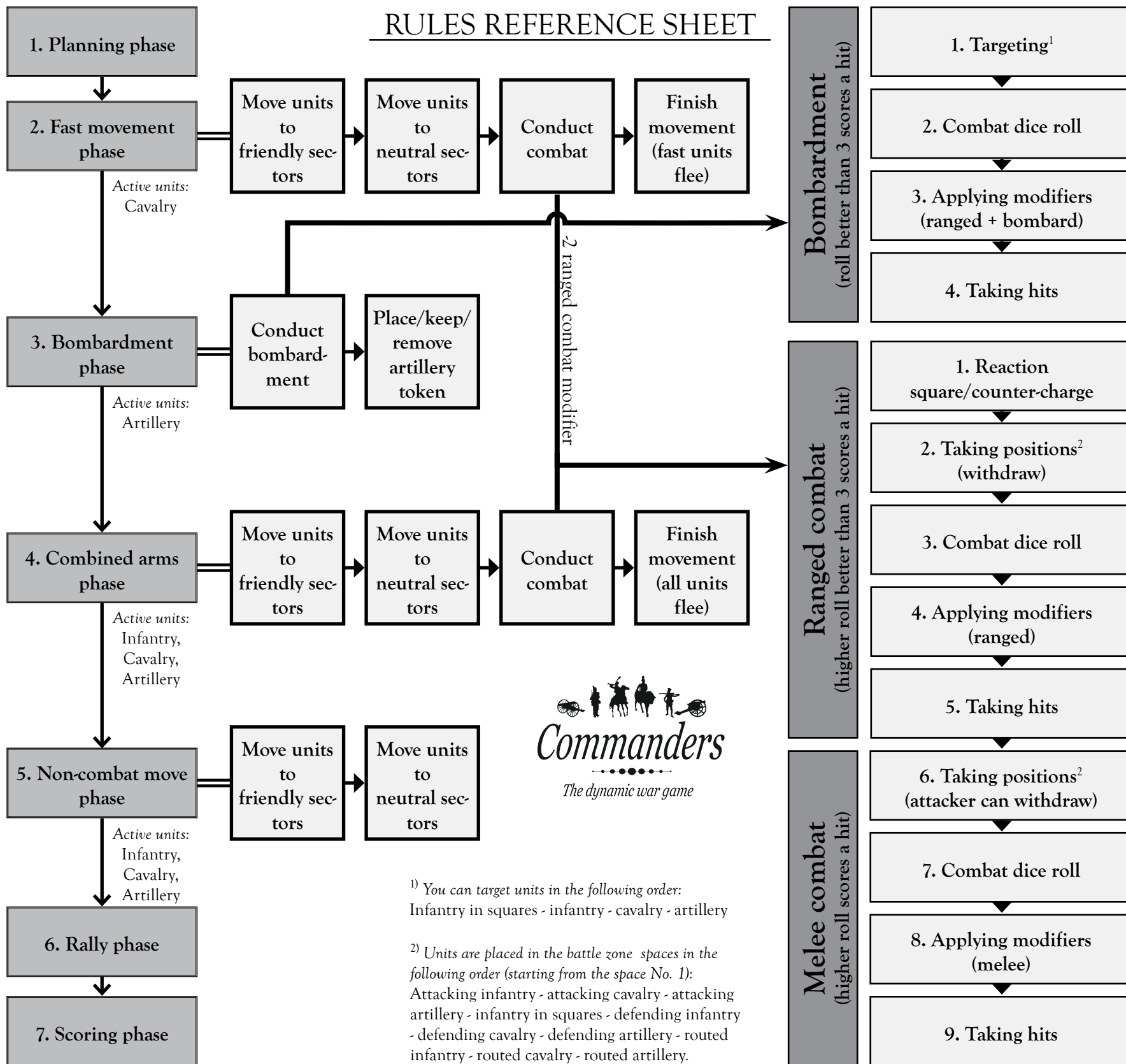


RULES REFERENCE SHEET





Commanders

The dynamic war game

Enemy Me	attacking infantry	attacking cavalry	attacking artillery	infantry in square	passive infantry	passive cavalry	passive artillery	routed unit	no oppos- ing unit
attacking infantry	-1r/0m	-1r/-1m	-1r/+1m	0r/0m	-1r/+1m	-1r/0m	-1r/+1m	0r/0m	+1r/+1m
attacking cavalry	-/+1m	-/0	-/+2m	-/3m	-/+1m	-/+1m	-/+2m	-/+2m	-/+2m
attacking artillery	+2r/-	+2r/-	+1r/-	+3r/-	+2r/-	+2r/-	+1r/-	+1r/-	+2r/-
infantry in square	-1r/0m	-1r/0m	-2r/0m	COMBAT DICE ROLL MODIFIERS TABLE					
passive infantry	0r/0m	0r/-1m	-1r/0m						
passive cavalry	-/-1m	-/-1m	-/-						
passive artillery	0r/-	0r/-	-1r/-						

r = ranged combat modifier

m = melee combat modifier

red modifiers are added to black modifiers

COMBAT DICE ROLL MODIFIERS TABLE

Special modifiers	
unit spent	-1
basic reaction modifier	-1
fast movement phase	-2r

Bombardment modifiers	
range of 1	-3
range of 2	-4
artillery token present	+1

INFANTRY

Activated (1 only):
Combined arms phase
Non-combat move phase

Movement capacity: 1 (normal)

Attack: ranged & melee

Special (reaction):
Can form square after successful reaction roll

CAVALRY

an enemy unit in any battle zone of the targeted sector

Activated (any 2):

Fast movement phase
Combined arms phase
Non-combat move phase

Movement capacity: 2 (fast)

Attack: melee

Special (attack):

Becomes spent if fails to hit
If unopposed, can attack



ARTILLERY

Doesn't move after attack

Activated (1 only):

Bombardment phase
Combined arms phase
Non-combat move phase

Movement capacity: 1 (slow)

Attack: ranged

Special (attack):

Rolls 2 dice against 1 unit.



Special (bombardment):
Can target an adjacent or non-adjacent sector in a straight line.
Rolls 2 dice against 2 units.