

Militia

Morale determinant D6+1

Fieldcraft 2 or 1

Morale triggers *Artillery Indians!*

Casualties Charge Being charged

Formations & Movement

	Clear	Difficult	Severe
Line	D5+2	D5-2	NA
Column	D5+4	D5-1	NA
Indian file	D5+5	D5+2	D5-2
Skirmish	D6+2	D6	D6-3

Firing **Close** **Long**
Individual 6"(5+) 12"(6)

Hand to hand

No bayonets

Manoeuvres

Change formation whole turn

May wheel in column half speed

Indians

Morale determinant D6+1

Fieldcraft 3

Morale triggers *Artillery Casualties*

Charge Being charged

Formations & Movement

	Clear	Difficult	Severe
Skirmish	D6+2	D6	D6-3
Indian file	D5+5	D5+2	D5-2

Firing **Close** **Long**
Individual 6"(5+) 12"(6)
Bow 4"(5+) 8"(6)

Hand to hand

Ignore bayonets

Manoeuvres

Change formation half turn