

Furioso Quick Reference Sheet

Initiative	See orbat for unit modifiers, and cavalry pursuit factors	
Disordered	-1	Difficult terrain, double push back, flank or rear attack
Fatigued	-3	Pursed or fought a combat last turn
Evaded	-2	

Shooting Skirmish all stand, others 2 ranks if stationary, front only if moving
 Roll at short range 2d6 to hit (per stand) otherwise 1D6 to hit (per stand)
 Score to Hit: A score of five or higher will cause a hit on the target.

Drilled reroll 1's **Highland Charge** 1D6 any range front stand only

Skirmish -1D6 **Disordered unit half dice Initiative of 1** half fire dice and no muskets

Defence Save: 1d6 save for every hit, plus any modifiers

Weapon	Range		Defence saves				Risk to general
	Short	Max	none	Armoured	Heavy	Extra heavy	
Bow	10	20	+1	+2	+3	+4	If attached and casualties inflicted roll 2D6
Javelin	5	10	-	+1	+2	+3	
Crossbow	15	30	-	-	+1	+2	Rash or stand lost +1
Arquebus	10	20					2 – 7 No effect
Handgun	5	10					8 Withdraws
Pistol	4	8	-	-	-	+1	9 Horse killed
Musket	15	30					10 Escapes

Shooting defence save modifiers							
Skirmish screen					+1	Not Artillery	11 Wounded
Target is a skirmish unit					+2	Not Artillery	12 Captured
Light Cover					+1	All shooting	13 Killed
Cover					+2		Heavy versus cover -1
Hard Cover					+3		

Artillery Type	Canister Dice	Short range		Maximum range		Initiative score	
		Dice	Dice	Dice	Dice		
Light	10	2		40	1	2+	
Field	12	3	30	2	60	1	3+
Heavy	14	4	40	3	80	2	5+

Modifier	
Each rear rank of target	+1
Target in Hedgehog formation	+1
Counter battery fire Two 6s on hit dice and a 1 or 2 on defence dice destroys gun	

Combat defence saves	
Armoured	+1
Heavy	+2
Extra heavy	+3
Charging cavalry vs pikes -1	

Cavalry pursuit	Destroyed all opponents, fatigue and pursuit factors only	
Gallopers and skirmish	+2	Other non Trotters +1

Morale Test
 Radius of lost unit test is unit size + Combat Factor
 Roll 1D6 per Combat Factor of testing unit, 5 or 6 is a success
 Minimum of 1 dice except on post combat morale test

Disordered Unit: only 1D6 is rolled for Unit /General lost test , else half dice

Modifier	Value
Within influence range of a general (10)	+1
Artillery casualties	-1
Lost a stand this turn	-1
Unit/General loss test Withdraw orders	-1

Passed or equal	Unit is unaffected or combat continues	
Failed by one	1 casualty and falls back one	
Failed by two	2 casualties and falls back two	
Failed by three	3 casualties and is Disordered	lost a stand test, falls back three else back 1 move
Failed by four	Unit breaks and is removed from play	

Close Combat Morale Test Modifiers		If both fail apply
Loser deducts 1 D6 per casualty difference	outcome as above	
Only the opponent lost a stand this turn		
Testing unit caracoled this turn		+1
Within influence range of an unattached general (10)		-1
Testing unit is double size of opponent (Not if disordered)		+1
Testing unit is treble size of opponent (Not if disordered)		+2
		+3

Ferocious re roll 1's
Combat 1 D6 per Combat factor per stand in contact; Supporting stand +1D6
Disordered: no supporting stands, half combat dice (min 1), no Gendarme bonus
Cavalry versus non pike infantry, infantry combat factor 1 no support stands
Charging /counter charging cavalry +1 to Combat Factor
Gallopers cavalry can convert a double 6 into one not saved casualty
Disciplined horse Opponent losses 2 support stand dice and has 2D6 per support stand
Highland charge +1 D6 first round of combat **Renown** Reroll 1's on to hit dice
Raiders reduce hits against them per 6 rolled which counts as 2 hits
Gendarmes opponent deducts 1D6 per stand in contact
Condottieri if more casualties suffered than inflicted last combat then Combat Factor -1