

Sweden Fights On

PLAYER AID CARD

Orders and Activation Tables

Orders Restriction Chart (5.6)

Order	Move	Action		
		Fire	Reform	Rally
Charge	Full ¹	Yes	No	No
Make Ready	Full ²	Yes ⁴	w/Leader	No
Receive Charge	1 Hex ²	Yes ⁴	Yes	w/Leader
Rally	Full ³	Yes ⁴	Yes	Yes

- 1 Must end at least 1 hex closer to the closest enemy unit it can see. (Except: LI need not move adjacent to the front of an enemy HI.) Units may not Pass, use Retreating Fire, nor use Withdraw in Reaction Movement.
 - 2 Can not move adjacent to an enemy unit.
 - 3 Can not move any closer to an enemy unit.
 - 4 No Advancing Fire allowed—Salvo, Skirmishing and Retreating Fire is allowed.
- w/Leader = Action only allowed if stacked with or adjacent to a leader (see 5.6 and 13.3).

Continuation and Preemption Table (4.3, 4.4)

Current Order	Continuation	Preemption
Charge	0-3	0-4
Make Ready	0-2	0-3
Receive Charge	0-1	0-2
Rally	NA	NA

#—# die roll necessary for success, NA = not allowed

Die Roll Modifiers:

- ? WC's Leadership Rating + AC's rating if adjacent or stacked with WC.
- +1 WC adjacent to enemy unit (not morale broken)
- 1 Cavalry Wing
- Applicable to Continuation only:*
- +1 Second Attempt
- Applicable to Preemption only:*
- +1 If the Wing Commander is marked No Continue

Orders Change Table (5.7)

Current Order	Charge	Desired Order		
		Make Ready	Receive Charge	Rally
Charge	-	0-3	0-2	0-5
Make Ready	0-5	-	0-5	0-6
Receive Charge	0-3	0-5	-	0-4
Rally	0-1	0-4	0-3	-

Die Roll Modifiers:

- ? WC's Leadership Rating plus the AC's rating if adjacent or stacked with WC.
- +1 Leader adjacent to enemy unit (not Morale Broken)
- 1 Cavalry Wing changing to Charge
- +1 Cavalry Wing changing to Receive Charge
- 2 If changing to Rally when more than half the units of the Wing are Morale Shaken, Morale Broken or eliminated.

Leader Casualty Table (5.3)

Die Roll	Result
0-8	No Effect
9	Leader removed from play

Leader Replacement Table (5.3.3)

Die Roll	Result
0	Return original Leader Immediately
1	Use Replacement, but original Leader returns at end of next turn.
2-9	Leader eliminated or does not return (if off map). Use Replacement Leader.

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Musket & Pike: Sweden Fights On

Terrain Effects Chart (TEC)

Hex Terrain	MP Cost to Enter			Blocks LOS	Combat Effects	
	Heavy Infantry	Cavalry	Light Infantry		Fire	Close Combat
Clear or Ploughed Field	1	1	1	-	0	0
Woods	2*	4*	3	Yes	-1	-1
Marsh	1*	2*	2	-	0	+1
Thicket	2*	3*	2	-	0	+1
Hedge Lined Road	2*	3*	2	Yes	-1	-1
River or Pond	NA	NA	NA	-	0	NA
Marshy Stream	2* #	4*	3	-	0	+2
Stream	2*	3*	2	-	0	+1
Village	2*	4*	2	Yes	-2	-2
Bridge	2*	2*	1	-	+2	-2
Castle	2*	4*	2	Yes	NA	NA
Wagon in hex	OT	OT	OT	Yes	-1	-1
Garden	2*	2*	1	-	0	0
Roads and Tracks	have no effect on play, except to allow artillery to cross certain hexsides					
Hexside Terrain						
Stream Hexside‡	+1*	+1*	+1	-	0	-1
Hedge Hexside	+1*	+1*	+1	Yes	-1	-1
Up Slope	+1*	+1*	+1	Yes	0	-1
Down Slope	+1*	+1*	+1	Yes	-1@	0
Entrenchment	+1*	+1*	+1	-	-1	-1
Pond	NA	NA	NA	-	0	0
Marshy Stream	+2* #	+2*	+2	-	0	-2
Deep Stream	+3* #	+6*	+3	-	0	NA
Castle or Town Walls	NA	NA	+4	Yes	NA	NA
Garden Walls	+3* #	NA	+2	-	-1	-2
Elevated Road	+1*	+1*	+1	-	0	-1

* = Formation Hit NA = Not allowed OT = Other terrain in hex

@ Applies to Musket Fire Tables only

Artillery units and Heavy Infantry units with integrated artillery cannot move into these hexes or across these hexsides unless the hex or hexside contains a road

‡ The Stream on the Edgehill map and the ditches on the Marston Moor map have no effect on play

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- Italicized terrain types appear on the LotN maps only
- Treat a berm hexside in LotN as a hedge hexside for units moving or firing across a berm, except artillery can fire completely across both berms with no penalty
- Windmills in LotN have no effect on play

Interception Table (9.3) (Cavalry units only)

Current Order Die roll necessary to Intercept

Charge 0-5

Make Ready 0-4

Receive Charge 0-3

Rally NA

Die Roll Modifiers:

-1 Original Morale of 8

+1 Original Morale of 6

? AC and/or WC's Ldr Rating if stacked w/the cavalry unit

Formation Effects on Movement Chart (6.3)

Formation	Effects
Formation Normal	Full MA
Formation Shaken	Half MA
Formation Broken	No Movement
Morale Broken (no formation)	No Movement
Hedgehog	No Movement
Open Order	Full MA, No Formation Hits
Column	MA +2, No Formation Hits

Fire Tables

Heavy Infantry Musketry Tables (10.0)

Die Roll	Heavy Infantry			Heavy Infantry with Regimental Artillery		
	Front	Flank	Salvo	Front	Flank	Salvo
≤ 0	Miss	Miss	Miss	Miss	Miss	Miss
1	1	Miss	1	1	Miss	1
2	1	Miss	1	1	Miss	1
3	1	1	1	1	1	1+FH
4	1	1	2	1+FH	1	1+FH
5	1	1	2	1+FH	1	2+FH
6	1	1	2	2+FH	1	2+FH
7	2	1	2	2+FH	1+FH	2+FH+MC
8	2	1	2	2+FH+MC	1+FH	2+FH+MC
9+	2	2	2	2+FH+MC	2+FH	2+FH+MC

= number of hits

MC = Morale Check. This is in addition to 10.6.2, 10.6.3, and 10.6.4, and is covered in 10.6.5

FH = Formation Hit. All formation hits are considered from artillery, so if unit is already Formation Broken 10.6.6 applies.

Die Roll Modifiers:

FIRER IS OR HAS:

- 2 Formation Shaken
- 3 Formation Broken
- 2 Open Order Marker

- 1 Reaction Fire vs. Moving Cavalry
- 1 Unit with Salvo Marker (10.4)
- 3 Retreating Fire (10.3.4)
- 1 For each Casualty Point on a one hex unit
- 1 For every two Casualty Points on a two hex unit

DEFENDER IS:

- +1 In Hedgehog
- +1 In Column
- See also the TEC for additional die roll modifiers

Light Infantry and Cavalry Fire Table

Die Roll	Commanded Muskets and Dragoons	Cavalry Pistol Fire
≤ 6	Miss	Miss
7	Miss	1
8	1	1
9+	1	1

= number of hits

Die Roll Modifiers:

FIRER IS OR HAS:

- 1 Formation Shaken
- 2 Formation Broken
- 3 Retreating Fire
- 1 Open Order Marker
- +1 Arquebusier

DEFENDER IS:

- +1 In Hedgehog
- +1 In Column

See the TEC for additional die roll modifiers

COMMANDED MUSKETS & DRAGOONS:

- +1 for each SP > 1

CAVALRY:

- +1 for each SP > 3
- 1 for each SP < 3

Casualty Threshold Table (12.5)

Original Morale	Original Strength					
	2	3-4	5-6	7-9	10-14	15+
≤ 6	1	1	2	3	4	5
7	1	2	3	4	5	6
8	NA	NA	4	5	6	7

= Casualty Threshold of unit

Artillery Fire Table (10.8)

Die Roll	3lb		Double 4-8lb		Double 12 lb
	3lb	4-8lb	4-8lb	12 lb	
≤ 3	Miss	Miss	Miss	Miss	Miss
4	Miss	Miss	Miss	Miss	FH
5	Miss	Miss	FH	FH	FH
6	Miss	FH	FH	FH	FH +MC
7	FH	FH	FH +MC	FH	FH +MC
8	FH	FH	FH +MC	FH +MC	FH +MC
9	FH	FH +MC	FH +MC	FH +MC	FH +MC
10+	FH +MC	FH +MC	FH +MC	FH +MC	FH +MC

FH = Formation Hit, MC = Morale Check

Die Roll Modifiers:

- +2 Target is in Hedgehog or Column
- 1 Firing Artillery unit is Morale Shaken
- +/- Range Modifier (see Artillery Range Chart)

See the TEC for additional die roll modifiers

Artillery Range Chart (10.8.2)

Range in Hexes	3lb Falcons	4-8lb Sakers	12lb Culverins
	1	+1	+1
2-3	0	0	0
4	-1	0	0
5	-1	-1	0
6	-2	-1	0
7	-2	-1	-1
8-9	-3	-2	-1
10	NA	-2	-2
11-13	NA	-3	-2
14	NA	-3	-3
15-17	NA	NA	-3

= Range Modifier

Close Combat Tables

Close Combat Table (11.0)

Die

Roll Result

- ≤0 **Attacker Eliminated.** Defender MAY advance into vacated hex, Check for Cavalry Pursuit.
- 1,2 **Attacker Morale Broken.** Attacker Retreat 2 hexes, Defender MAY advance into vacated hex, Check for Cavalry Pursuit
- 3 **Attacker Morale Shaken.** Attacker Retreat 2 hexes. Defender MAY advance into vacated hex
- 4 **Attacker Morale Shaken.** Attacker Retreat 1 hex. Defender cannot advance.
- 5 **Defender Morale Shaken.** Defender Retreat 1 hex. Attacker cannot advance.
- 6 **Defender Morale Shaken.** Defender Retreat 2 hexes, Attacker MUST advance into vacated hex.
- 7,8 **Defender Morale Broken.** Defender Retreat 2 hexes. Attacker MUST advance into vacated hex. Check for Cavalry Pursuit
- ≥9 **Defender Eliminated.** Attacker MUST advance into the vacated hex. Check for Cavalry Pursuit.

Close Combat Die Roll Modifiers:

- +/- WC or AC Leadership Rating (only one may be used). If attacking the leader modifier is converted to a + (11.3.2). Check for Leader Casualty.
- +/- Morale Differential (11.3.3)
- +/- Strength Ratio (11.3.4)
- +/- Close Combat Matrix (11.3.8)
- 1 Defending Cavalry expends a Pistol Shot
- +1 For each attacking Cavalry unit expending a Pistol Shot
- +1 For each flank/rear hex defender is attacked from (11.3.7)

Apply any modifier below this line a maximum of one time per battle

Attacker is or has:

- 1 Formation Shaken or in Open Order
- 2 Formation Broken
- +1 Fired Salvo just prior
- +1 Heavy Infantry Momentum (11.3.6)
- +2 Cavalry Momentum (11.3.6)

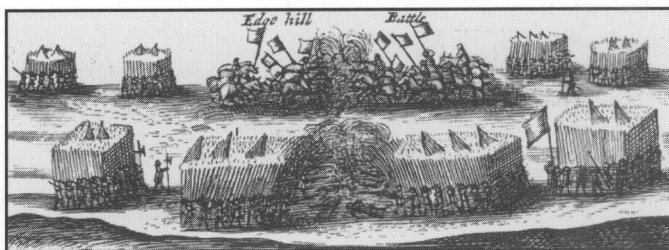
Defender is:

- +1 Formation Shaken or in Open Order
- +2 Formation Broken

See also the TEC for additional DRMs for the defender.

Important: The maximum final total of all Close Combat modifiers cannot be greater than +4 or less than -4.

Formation Hits: After Close Combat both sides incur a Formation Hit. If a unit is already Formation Shaken it becomes Formation Broken. If Broken or in Hedgehog, no further effect.



Close Combat Matrix (11.3.8)

Attacker	Defender				
	Curassier	Arquebusier	Hv Inf	Lt Inf*	Hedgehog
Curassier	0	+1	-1	+2	-2
Arquebusier	-1	0	-2	+1	-3
Heavy Inf	+1	+2	0	+2	-1
Light Inf*	NA	NA	NA	0	NA

Artillery is ignored in Close Combat (11.5)

*See 11.6

Unable to Retreat Table (Morale Broken, 11.4.5)

Die Roll	Eliminated	Stands
	≤ 4	5+

Die Roll Modifiers:

- 2 Base Morale ≤ 6
- +1 Base Morale = 8

Note: If a unit Stands, return it to Morale Shaken

Cavalry Pursuit Table (11.7.2)

Die Roll

TACW	SFO	Result
≤ 2	≤ 4	Break Off
3-5	5-8	Pursue and Eliminate Mark Pursuer as Formation Broken
6+	9+	Pursue off map and Eliminate

TACW = Use this column when playing This Accursed Civil War

SFO = Use this column when playing Sweden Fights On

Die Roll Modifiers:

- +1 Cavalry unit under a charge order
- +1 Cavalry Momentum used in the Close Combat
- 2 TACW: if Cromwell is stacked with or adjacent to cavalry
- ? SFO: Leadership modifier