

BLACK POWDER ACTIONS (BPA) - AWI QRS - REV 07-16-26

3 - 6 - 10 - 12 - 15MM MINIS (UNIT BASES MIN = 50MM X 25MM TO MAX 50MM X 100MM)

CAC 2nd TURN SEQUENCE - ACTIVATION

1. d6 Initiative (Winner Choice) – Side A Move – Both Sides Fire – Side B Move
2. CAC (Blue Chips) – May CAC in Move Phases Only – Unit may Move OR Fire
3. CAC/MOT Chips used ONCE. Units max of 1 CAC/2 MOT/Turn - Save Unused
4. End of Turn - Remove Chips - Victory/R&R ask GM - Roll d6 for #CAC /#MOT

ACTIONS

- Move/Attach CiC/GEN: *if attached, Unit uses CiC/GEN Qt and adds 1d6 to all Combat*
- Move: *Move Units - STOP IF HIT ZOC (3'')* * - CAC to Fire – MOT or Qt to ATT/DEF CQC
- Deploy/Reform Skirmishers: Deploy ½ Move – Reform Auto – Firer MOD -3 & Def +3
- Fire: *All Units Fire - Side A Fires 1st - All Damage Simultaneous @EOT (2nd Ed NO CAC)*
- Dug-In/Cover: Unit In Cover – SOFT +2 DEF. HARD +4 DEF. NO MOD for ART & HOW
- Qtest R&R: *Qtest to Rally SHAKEN Unit (requires FULL Move) No MOT while SHAKEN*
- CAC Action: *May Move OR Fire during either Move Phase (only) – 1 CAC/Unit/Turn*

Motivation (MOT) - GEN d6# : 1 MOT Advance CQC - 1 MOT Stand CQC (OR make Qt) if Fail MUST RETREAT
ZOC: Unit must STOP when contact New ZOC (CAC used to Fire only). CAV Ignore ZOC when Moving to CQC

FIRING

Firing Arc 180° Front – Must Have LOS

HE (HOW) Place Template: Qt: Pass = On Target - IF Fail Odd = Over 1d6 - Even = Under 1d6

FIRER SCORE: High d6 Roll – Move/Loss Penalty + PEN/HE/Weapon MOD = Score

TARGET SCORE: d6 Roll + Defense Factor + Cover Modifier = Score

RESULTS CALC: FIRER's SCORE – TARGET's SCORE = See CRT

Melee (CQC): Must Conform 1/Side. Resolve as Firing. CQC Defense. Both may Re-roll 1d6

MELEE CQC – BASE CONTACT – MUST USE MOT OR PASS QT TO PARTICIPATE CQC - FAIL QT = NO MOVE/MUST RETREAT

Firer MOD: -1/2SP Lost +2 Flank +4 Rear Def MOD: Dug-In +1 Hard Cover +2 Fort (GM)

NO SURE THING (FOR NATURAL D6 ROLLS) ATTACKER 1 = MISS DEFENDER 1 = SHAKEN ATT/DEF 6 = ADD 1 D6 TO SCORE

COMBAT RESULTS

0 or Less = NO EFFECT.

+1: Qt for SHAKEN: Qt Passed = No Effect. If Qt Failed Unit is SHAKEN

+2: SHAKEN: ½ ROF*. ½ Move Rate. CQC NO Re-roll. NO MOT. To Rally Pass Qt (Full Move)

+3: Qt RETREAT: Pass Qt to hold position – become SHAKEN (If Fail Qt Unit MUST RETREAT)

+4: MUST RETREAT: Full Move (No CAC/MOT) back then SHAKEN - Enemy May Adv 2 or 3d6*

+5: Unit takes 1 SP Loss (1 Enemy VP) Qt to see if Unit also becomes SHAKEN

6+: Unit takes 2 SP Loss (2 Enemy VP) Treat as a MUST RETREAT - Enemy May Adv 2 or 3d6*

*Cavalry/Indians Advance 4d6" – Foot 2d6" – Artillery No Advance – ALL IGNORE ZOC – May Advance to CQC

CRT NOTES ½ ROF = ROUND #D6 DOWN. IF 1d6 QT TO FIRE. HOW -1 QT ROLL TO HIT TARGET.

WHEN UNIT'S LAST SP IS LOST UNIT MAKES QT SAVE - PASS UNIT HAS 1 SP REMAINING & IS SHAKEN

2ND SHAKEN (MARK ONLY) FOR 3RD SHAKEN UNIT ROUTED* MUST RETREAT IF IN CQC UNIT SURRENDERS

WHILE PERFORMING A MUST RETREAT MOVE THE UNIT MAY NEVER USE A CAC OR MOT TO MOVE OR FIRE OR CQC

*ROUTED Unit marked RED d6 - NO ZOC - MUST RETREAT - No Firing - CQC Auto POW - No MOT/CAC allowed