

BLACK POWDER ACTIONS (BPA) - AWI QRS - REV 07-04-26

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

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) away from Enemy then **SHAKEN** (No **MOT** til Rally)

+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). Also treat as a MUST RETREAT Result

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 - 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**