

REBS — Core Quick Reference (No Optional Rules)

Global Conventions

Units & measuring: Inches throughout.

Math order: add/subtract modifiers → apply fractions → round down (floor 1 unless a rule says “no effect”).

Markers cleared in End Phase: Reformed.

Enfilade: +1 if firing within 15° along the target's length.

Artillery (Unlimbered) movement: may move $\leq 2''$ and turn $\leq 90^\circ$ as its movement action; if it does, it cannot fire this turn.

Turn Structure

1) Initiative: each side 1d6; higher chooses Side A/B (ties re-roll).

2) Side A: A1 Move → A2 Fire.

3) Side B: B1 Move → B2 Fire.

4) End Phase: Rally & cleanup (remove Reformed).

Move–then–Fire Policy

Moved this turn = cannot fire.

Exception: if the unit Reform(ed) ($\frac{1}{2}$ Move), it may fire at -1 and must place a Reformed marker (remove in End Phase).

Half-move without Reform = cannot fire.

Movement & Formations

Legal formations: Infantry — Line, Column, Double Column, Skirmish (per card). Cavalry — Column (mounted); Line/Skirmish when dismounted. Artillery — Limbered/Unlimbered.

Reform (aka Change Formation): $\frac{1}{2}$ Move; change formation/facing; place Reformed; may fire this turn at -1 .

Emergency Reform: Within 1" of enemy or at an obstacle; become Line facing threat; $\frac{1}{2}$ Move; counts as Reformed.

Pivots: Line & Skirmish only; anchor a corner; 1" arc travel = 1" Move. Columns must Reform to change facing.

Formation Effects on Fire (stationary only)

Formation	Effect
Line	Full fire
Column	$\frac{1}{4}$ firepower (round down)
Double Column	$\frac{1}{2}$ firepower (round down)
Skirmish	Use card effect (typically -1)

Obstacles (movement hooks)

Crossing fences/walls/streams usually ends movement.

Columns charging across an obstacle: -1 to Charge Resolve and become Disordered after contact, even on success.

Line charging across an obstacle: if scenario silent, apply -1 CR.

Fire (Small-Arms & Artillery)

Eligibility

Unit did not move this turn (Reformed may fire at -1).

Target is in front arc and LoS.

Target is within a valid range band (SC/C/E/L).

Formation allows fire (fractions apply only when stationary).

Procedure

1) Choose target & band (SC/C/E/L).

2) Start with the card's band value.

- 3) Add/Subtract: cover, Enfilade +1, leader/quality, Reformed -1, etc.
- 4) Apply formation fractions (Column ¼, Double Column ½) if stationary.
- 5) Round down → Final Fire Value (FV).
- 6) Roll FV d6; 4+ = 1 hit; every 3 hits = 1 Loss Step (remainder tracks toward Fatigue).
- 7) After each Loss Step, target tests Reorganization.

Fire Criticals (core)

If any die = 6, choose one: +1 additional hit OR inflict Disordered on the target.

All dice = 1: whiff (no special penalty).

Cover (to firer, in add/subtract)

Light -1 (rail/snake fence, light tree line, crops).

Heavy -2 (stone wall, dense woods, building interior).

Fortified/Works -3 (prepared works/redoubts).

Artillery Notes

Unlimbered must be stationary to fire.

If an Unlimbered battery used its movement action ($\leq 2''$ & $\leq 90^\circ$ turn) this phase, it cannot fire.

Limbered never fires. SC includes canister (no extra template).

Morale & States

States

Good Order.

Reformed (this turn only) — may fire at -1; remove in End Phase.

Disordered — -1 Fire & -1 Melee; cannot Charge; may Reform; no special cover interaction.

Broken/Routing — immediate Fall Back; see Rally.

Tests & Typical TNs

Charge Resolve (CR): on declaring a charge; usually 3+. Fail: become Disordered & halt; cannot charge next turn.

Reorganization: after each Loss Step; usually 4+. Fail: become Disordered & Fall Back D3". Nat 6: remove Disordered OR no Fall Back. Nat 1: Fall Back D3"+2"; if already Routing, treat as Rally fail this turn.

Rally (End Phase): Disordered 4+; Routing 5+ (halt → Disordered).

Panic (proximity)

A friendly Routing unit within 3" forces a Rally 4+; fail: become Disordered (if already Disordered, Fall Back D3").

Charges & Melee

Charge Sequence

- 1) Declare and test CR.
- 2) Move to contact (one short wheel to square).
- 3) If contact, resolve Melee immediately.
- 4) Apply post-combat.

Common CR Modifiers

Leader +1; Elite/Green +1/-1; Column across obstacle -1; Already Disordered -1; Flank/Rear +1.

Melee Resolution (one opposed roll)

Build Melee Dice (MD): unit Melee + mods (Charging +1; Flank +1; Rear +2; Leader +1; Disordered -1; Defender building/works +1/+2; Skirmish -1; Side with more engaged units +1).

Both roll MD d6; 4+ = 1 hit.

Every 3 hits = 1 Loss Step (simultaneous); resolve Reorganization per step.

Winner = more hits → Loser Falls Back D3" & becomes Disordered; Winner may Advance ≤2".

Draw: both Fall Back 1" & become Disordered.

Obstacle Consistency

Columns charging across obstacles: -1 CR and become Disordered after contact (even on success).

Line across obstacles: if unspecified, -1 CR.

Leaders & Command

Leader Impact

Leaders may give +1 to one eligible test (CR/Reorganization/Rally) either by attaching or via aura (unit wholly within Command Radius). Do not stack attach + aura on the same roll.

Some leaders grant +1 Initiative at turn start if on table.

Leader Risk (attached only)

Unit loses a stand → on 1 (d6) leader Wounded (radius halved next turn; lose Initiative mod next turn).

Unit routs through leader → on 1-2 leader Separated (bounce D3"; no bonus next turn).

Unit destroyed → leader Displaced to nearest friendly within 6" (else removed).

Terrain, Line of Sight & Enfilade

Line of Sight

From any point on firer's front edge to any point of target's footprint.

Blocks: crests (reverse slope), buildings, dense woods.

Doesn't block but gives cover: fences/walls, light woods edge/crops.

Crests: units touching the same crest see/shoot each other; units behind the crest cannot be seen from lower ground.

Enfilade (standardized)

When line of fire is within 15° along target's length → +1 in add/subtract step (stacks with cover).

Quick Tables

Common Fire Modifiers	
Enfilade	+1
Cover: Light / Heavy / Works	-1 / -2 / -3
Firer Reformed this turn	-1
Leader (attach OR aura)	+1
Quality (if on card): Elite / Green	+1 / -1

Common Melee Modifiers	
Charging / Flank / Rear	+1 / +1 / +2
Leader / Elite / Green	+1 / +1 / -1
Disordered	-1
Defender: building / works	+1 / +2
Skirmish	-1
More engaged units (side)	+1

End Phase Checklist

Remove Reformed markers.

Rally: Disordered 4+; Routing 5+ (halt → Disordered).

Scenario timers/objective checks as needed.