

# 🐉 The Pikeman's Lament \* Quick Reference Sheet 🐉

## Activation Phase

- ◆ Issue a challenge (if eligible)
- ◆ Rally wavering units
- ◆ Activate wild charges
- ◆ Order activations

## Officers

- ◆ Last model to die unless falling to a lucky blow or challenge.
- ◆ Adds +1 to your total for all ordered activations and rally tests within 12" of leader's unit.
- ◆ Leaders may issue challenges.

## Rally Test

- ◆ Successful: remove wavering marker; cannot activate during this activation phase.
- ◆ Unsuccessful: retain wavering marker, remove one model, retreat; take no further actions during this activation phase; disadvantaged if attacked.
- ◆ Failed rally tests do not end your activation phase.

## Orders Activation Test

- ◆ Successful: carry out action tested for. When completed, choose another unit to activate.
- ◆ Unsuccessful: Action fails, unit remains stationary, taking no action at all.
- ◆ Failed order activation test ends your activation phase.
- ◆ If ordered activation test is double 1; roll 1 D6:
  1. Send reinforcements! Remove at least 4 points of your units.
  2. Retreat at the double! Unit retreat full move.
  3. Retreat! Unit retreats half move.
  4. Attack! Unit makes full move toward enemy.
  5. Waver! Unit wavers.
  6. Officer acts without panache! Honour -1.
- ◆ If ordered activation test is double 6:
  1. Rally! One wavering unit rallies.
  2. Officer acts with panache! Honour +1.
  3. One unit regains its first salvo.
  4. Unit may try for one more activation.
  5. Unit gains a hero from the ranks.
  6. Company gains 4 points of reinforcements.

## Moving

- ◆ Gallopers: 10"
- ◆ Trotters; Commanded shot; Clansmen: 8"
- ◆ All other foot: 6"
- ◆ Dragoons: 12"
- ◆ Rough terrain halves movement.
- ◆ Obstacles end movement, cross freely on next move.

## Shooting Ranges

- ◆ Shot, forlorn hope, regimental guns: 18"
- ◆ Dragoons & commanded shot: 12"
- ◆ Trotters and Clansmen: 6"

## Attacking & Shooting

- ◆ 12 dice if above half strength.
- ◆ 6 dice if half strength or less.
- ◆ -1 to shooting over 12".
- ◆ Cover increases target stamina by 1.
- ◆ Lucky blows: Roll double 1 on two dice.
- ◆ Wavering units hit on 6.
- ◆ Units in rough terrain: attack and defend at 5+(unless ferocious) and stamina 2.

## When to Test Morale

- ◆ Unit has taken casualties from attacking or shooting.
- ◆ Unit is attempting to rally to remove a wavering test.
- ◆ Unit is the only remaining unit on the table.
- ◆ Officer is a casualty or flees the table.
- ◆ Officer refuses a challenge.
- ◆ Company has had half or more points in units removed from play.

## Morale Test

- ◆ -1 for each casualty the unit has suffered in the game.
- ◆ -1 if your company has lost half or more of its points.
- ◆ +1 to your total if your officer is within 12".

## Failed Morale Test

- ◆ Final score is greater than 0, unit must retreat half move and is wavering.
- ◆ Final score is 0 or negative, unit routs. Remove it immediately.
- ◆ Wavering units that receive another wavering result lose a model and retreat.

## 🦿 The Pikeman's Lament \* Unit Profiles 🦿

Unit Type	Move	Attack	Attack Value	Defend Value	Shoot	Shoot Value	Stamina	Morale	Special Rules
Gallopers	5+/10"	5+	4+	5+	-	-	3	3+	Counter-charge
Elite Gallopers	5+/10"	5+	4+	5+	-	-	4	3+	Counter-charge
Aggressive Gallopers	5+/10"	5+	3+	5+	-	-	3	3+	Counter-charge, Wild Charge
Raw Gallopers	5+/10"	5+	4+	5+	-	-	2	3+	Counter-charge
Trotters	5+/8"	6+	5+	4+	6+	5+/6"	3	4+	Caracole
Elite Trotters	5+/8"	6+	5+	4+	6+	5+/6"	4	4+	Caracole
Raw Trotters	5+/8"	6+	5+	4+	6+	5+/6"	2	4+	Caracole
Dragoons	5+/12"	7+	5+	6	6+	5+/12"	3	5+	Skirmish, Evade
Veteran Dragoons	5+/12"	7+	5+	6	6+	5+/12"	3	5+	Skirmish (6+/no -1), Evade
Forlorn Hope	5+/6"	5+	4+	4+	6+	5+/18"	3	3+	Ferocious
Veteran Forlorn Hope	5+/6"	5+	4+	4+	6+	4+/18"	3	3+	Ferocious
Aggressive Forlorn Hope	5+/6"	5+	3+	4+	-	-	4	3+	Ferocious
Pike	5+/6"	7+	5+	4+	-	-	3	4+	Close Order
Veteran Pike	5+/6"	7+	5+	3+	-	-	3	4+	Close Order
Raw Pike	5+/6"	7+	5+	5+	-	-	3	4+	Close Order
Shot	5+/6"	7+	6	5+	7+	5+/18"	2	4+	First Salvo, Close Order (1678+)
Veteran Shot	5+/6"	7+	6	5+	7+	4+/18"	2	4+	First Salvo, Close Order (1678+)
Raw Shot	5+/6"	7+	6	5+	7+	6/18"	2	4+	First Salvo, Close Order (1678+)
Commanded Shot	5+/8"	7+	6	6	7+	5+/12"	1	5+	Hard to Target, Skirmish, Evade, Fleet-footed
Veteran Commanded Shot	5+/8"	7+	6	6	7+	5+/12"	1	5+	Hard to Target, Skirmish (no -1), Evade, Fleet-footed
Clubmen	6+/6"	8+	6	6	7+	6/6"	1	5+	
Clansmen	5+/8"	5+	3+	6	-	-	2	4+	Ferocious, Wild Charge, Counter-charge Foot, Fleet-footed
Regimental Gun	6+/6"	-	-	5+	8+	4+/18"	2	5+	
Field Gun	6+/pivot	-	-	5+	8+	3+/48"	2	5+	